AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION NO. 16
STARDATE JULY 1986

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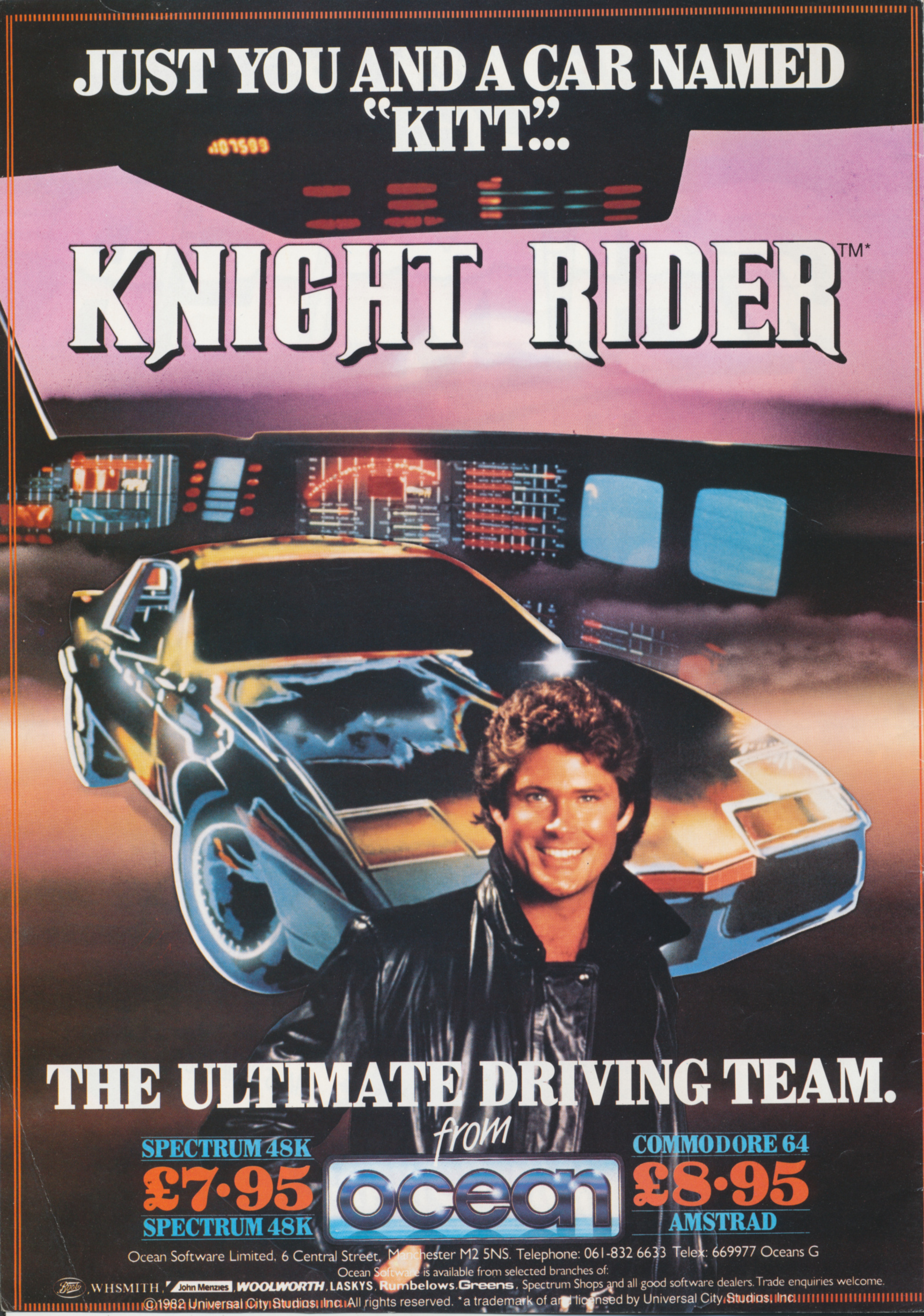

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Computer GAMER

**Transmission** 16 **Stardate** July 1986

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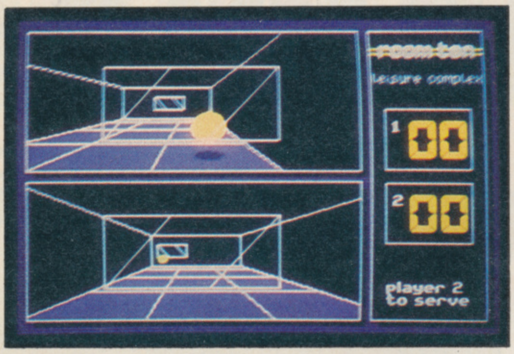

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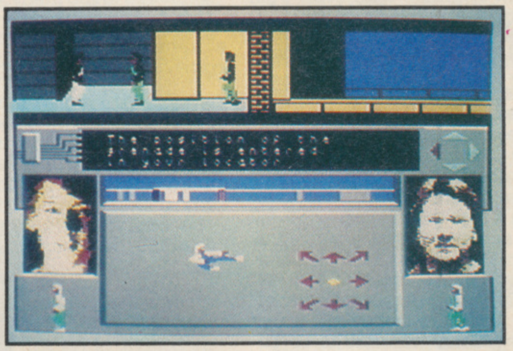

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# NEWS NEWS NEWS

## Gamer spies have discovered some more classified information about the Cyborg soon to be released on the world by CRL

This lethal killing machine is half human, half robotic with an armoured central bodily function and blood control unit complete with disease elimination ability, synthetic muscle growth control all directly linked to the Cyborg's human brain.

Other important features are marked on the diagram we have just received from our agents.

The Cyborg is scheduled by its controllers, CRL, for several missions starting with the first due in a few weeks time.

An agents camera captured a screen that shows the base the Cyborg will infiltrate as well as the Cyborgs display forearm unit.

The second mission is to be called Mandroid and will feature the Cyborg's ability to swap arms (and attached equipment) to custom build him for the mission ahead.

Other operatives can attempt to gain further information from Cyborg's master, CRL.

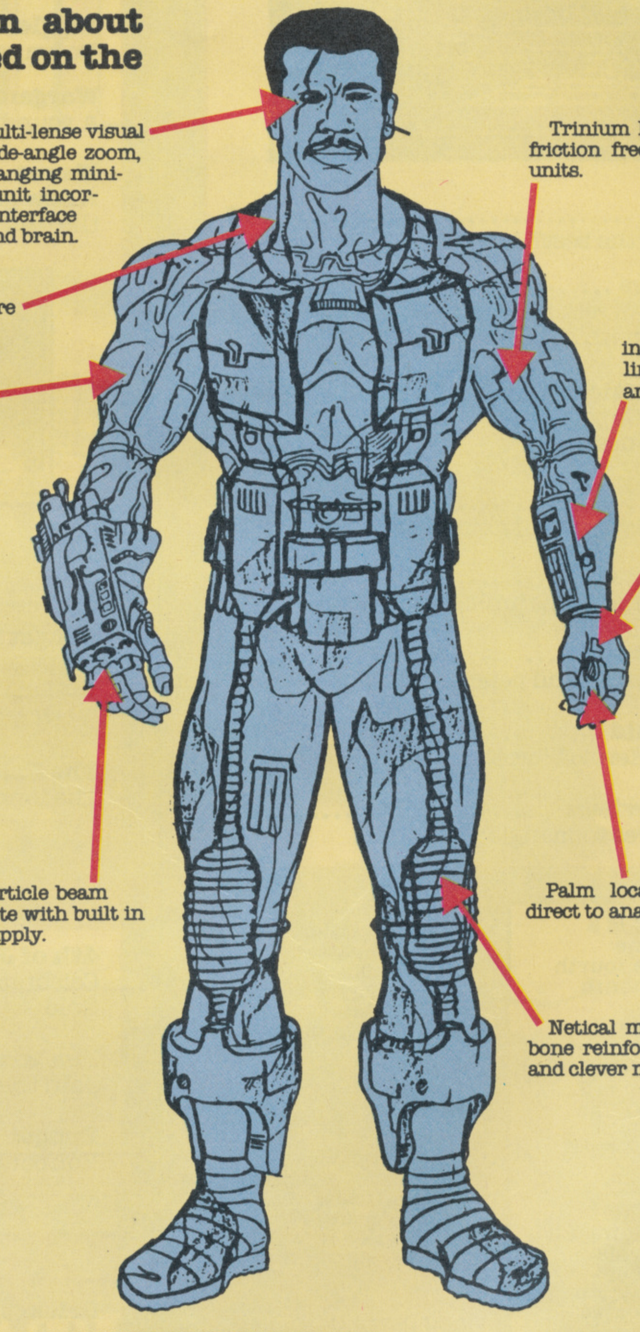
CRL are adding the final touches to the enhanced version of the Rocky Horror Show for the C128. As you can see from the screen shots the game will feature improved graphics and sprites.

Amstrad graphics groupies will be delighted with CRL's forthcoming Image System which not only allows the standard drawing options and facilities but also the capability to stretch and distort stored images. For example by simple joystick movements an image of a flag can be distorted into a realistic, curved flying position.

Created images, either whole or part can be stored in memory for recall anywhere on the screen or saved for later use on tape or disk.

The Image System will be available soon and will cost £14.95.

## Cyborg



Neuroptical multi-lense visual sensory unit, wide-angle zoom, infra-red, laser ranging miniturised display unit incorporating direct interface with computer and brain.

Plasti organic, skin-metal rupture resistant joint.

Clever metal skin, self generating, limitless area repair.

Heavy duty particle beam disruptor complete with built in nuclear power supply.

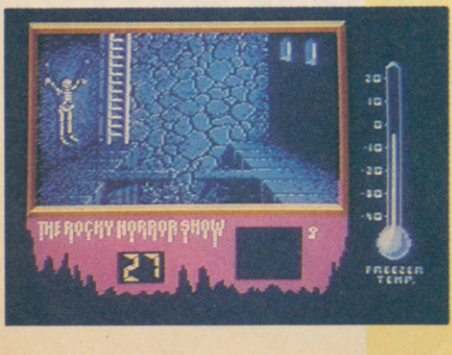
Trinium layered plasti-steel friction free joints and muscle units.

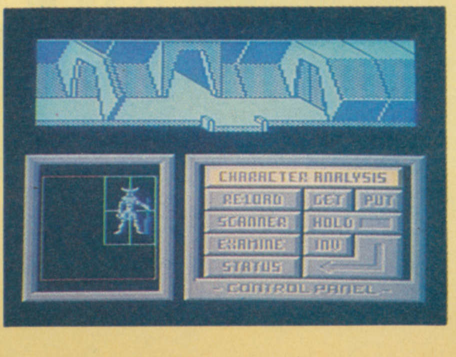
Display and information forearm linked to memery and analysis banks.

Umbilicial, extendable computer probe.

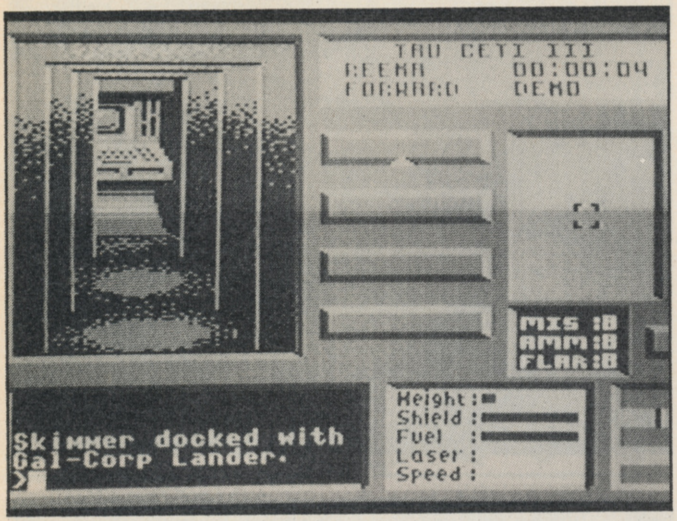
Palm located sensor linked direct to analysis banks.

Netical mesh-trinium based bone reinforcement. Breathable and clever metal enhanced.





# NEWSNEWS



Skimmer docked with
Gal-Corp Lander.
>

## C64 Tau Ceti

CRL have finally released Tau Ceti for the Commodore 64. Tau Ceti is the smash hit game that has only been available for the Spectrum and Amstrad.

Astute Gamer readers will be aware that Tau Ceti is set in a future time where GalCorp rules all. A combined plague and mass robot malfunction have rendered the planet of Tau Ceti III uninhabitable. You have been volunteered to pacify the robots by blasting them out of existence and recovering reactor rods from reactor substations all over the planet. These can be used to close down the planet's power supply, thus making the planet safe for re-colonisation.

The game if a 3D real-time action adventuire in the literal meaning of the word. Changing from fast battle sequences to the inside of buildings where collecting objects may help you, and the logic puzzle of sorting out all the cooling rods.

The Commodore 64 version of the game has a few slight changes inthat it has a slightly more 'arcadey' feel to it. Battle sequences are faster and where as in the Amstrad and Spectrum games, the up/down control was only used for landing and taking off, in the Comodore game you height above the planet is crucial during battles and when docking with any buildings. The scanners have also changed with a long and short range option and one of your homing indicators being pointed at the nearest jump-pad rather than at your ship.

The graphics ont he inside of the buildings make full use of the Commodore 64's abilities in that area and show office scenes and life-like interiors — try looking at the calendar or asking for a 'Coke' at the Coke machine.

---

## Room 10

Room Ten is a game from the author of the chart busting 'Tau Ceti' and is set around the same time and uses the same macrocosmic scenario of GalCorp. This is the second in a series of games based around this, soon to be followed by Academy and Attack on Entralis — but more about them in later issues.

Room Ten will instantly remind any player of both Ballblazer and Pong. The game is based on a long room with a grid on the floor. At the end of each room is a bat. The ball is batted back and forth down the room until it hits one of the back walls of one player — thus points are scored — sounds easy? sounds like Pong? Well neither is true!

The video display is divided up into three sections one for status (score etc) and two separate displays — one for each player (in a similar maner to Ballblazer and Pitstop 2). This dsiplay is of a moving 3D view down the room from behind your bat — the bat stays still, and the room moves around your screen.

The ball is exceptionally controllable and can be deflected around the room with incredible accuracy. The computer opponent is also VERY good.

Room Ten will be available for the Amstrad towards the middle of July and will retail for about £8.

---

## Beyond's New Games

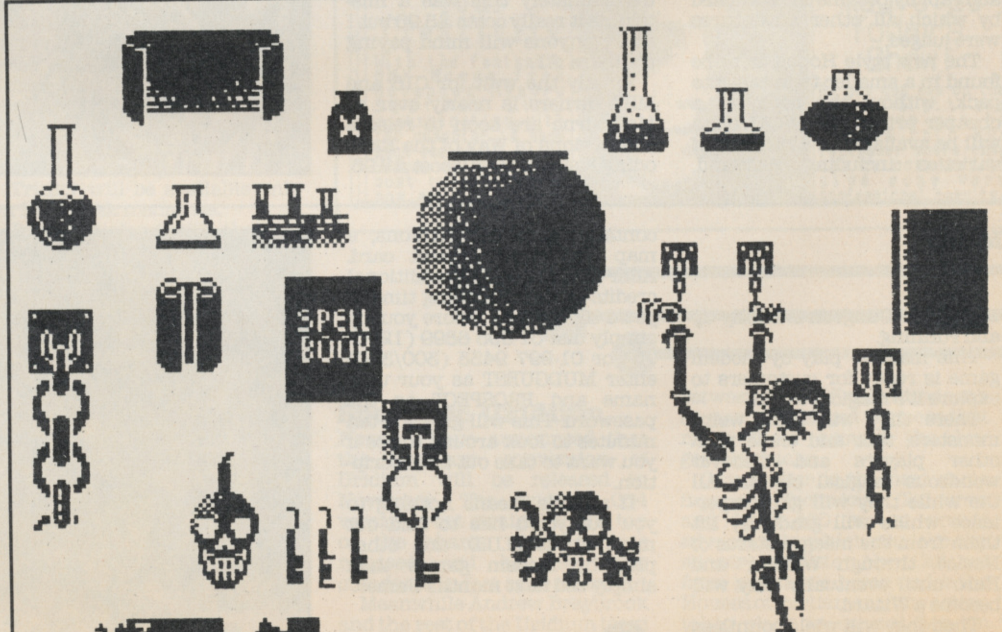
Beyond Software are set to release three new games, Dante's Inferno, Infodroids and Dark Sceptre.

Dante's Inferno (C64) is a scrolling arcade adventure based on the classic poem that chronicles your attempts to escape from the depths of hell.

During your travles you will meet all forms of evil including a Minotaur.

Dark Sceptre is the latest Spectrum game from Lords of Midnight author Mike Singleton. The game will feature a huge animated character with which you will battle against the computer or in a special PBM game organised by Mike himself. The plan is that players will save their orders on microdrive and send them to Mike who will update them and return them ready for the next move.

Finally Infordroids (C64) is the latest game from Denton Designs and features arcade adventure rooms that are connected by moving passageways arranged in four lanes. The problem lies in the fact that the lanes move at different speeds so that the player will need lightening reflexes to jump between them to avoid the obstacles rapidly coming his way.

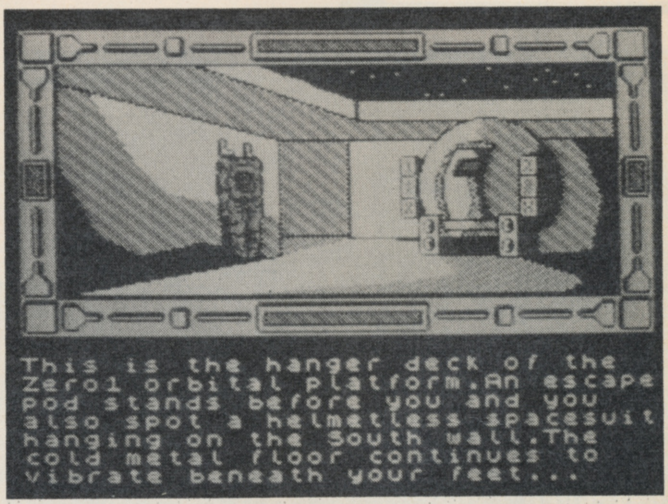


## Graphic Adventure Creator

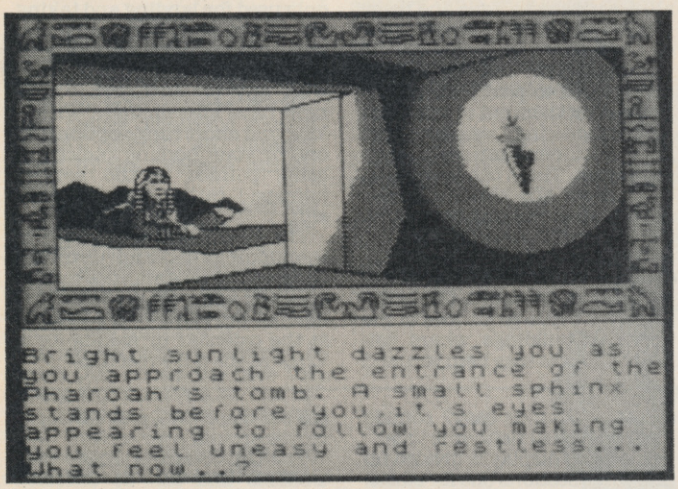
Incentive's Graphic Adventure Creator (GAC) has now been converted for the Spectrum.

The program costs £22.95 but allows you to produce full graphic adventures by letting you worry about the problems while it sorts out the code.

The package is completed by a demonstration adventure, to show you how it's done and a file of often used adventure objects and verbs to get you started.



```
This is the hanger deck of the
Zero1 orbital platform.An escape
pod stands before you and you
also spot a helmetless spacesuit
hanging on the South wall.The
cold metal floor continues to
vibrate beneath your feet...
```



```
Bright sunlight dazzles you as
you approach the entrance of the
Pharoah's tomb. A small sphinx
stands before you,it's eyes
appearing to follow you making
you feel uneasy and restless...
What now..?
```

## The Hobbit is Back

Melbourne House plan to make July a Tolkein Blockbuster month with the re-release of the classic adventure the Hobbit.

The game was originally released about 3 years ago in a package containing the novel and rapidly became the standard by which all other adventures were judged.

The new style Hobbit is to be found in a smaller twin cassette pack, without the book, at a cheaper price of £9.95. Hobbits will be available in a number of varieties including Amstrad, C64, Spectrum, BBC, MSX and IBM.

Melbourne House will also be releasing a conversion of the Lord of the Rings and the Hobbit for the Amstrad PCW 8256.

Last month we stated that Melbourne House's latest adventure Redhawk cost £7.95. Unfortunately this was a mistake as it really costs £8.95 but I doubt anyone will mind paying the extra £1.

Finally the wait for C16 and MSX owners is nearly over as Melbourne are soon to release conversions of Way of the Exploding Fist which will cost £9.95.

## M.U.D.

Multi User Dungeon is finally up and running.

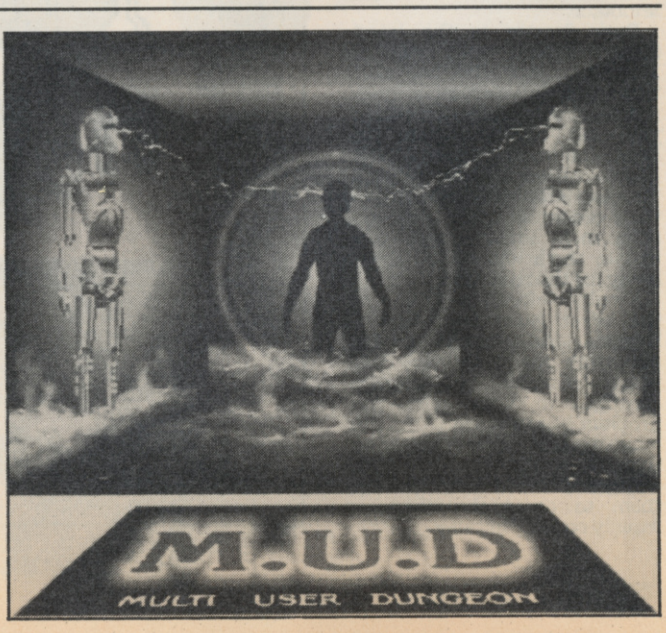
This massive play by modem game is ready for customers to explore it's magical world.

There they will fight weird monsters, talk and trade with other players and discover wondrous magical objects. All the while they will gain experience which will gradually lift them from the meagre status of Novice, through Warrior and Hero until eventually they will become a Wizard.

Then they will wield countless spells and at their discretion help or hinder lesser players.

To play M.U.D. you will need a modem and a M.U.D. pack that contains game instructions, a map and your account card. After that you can buy additional credits for more playing time. If you'd like to look before youbuy simply dial 01-998 8899 (1200/75) or 01-997 9433 (300/300) enter MUDGUEST as your user name and PROSPECT as the password. This will give you ten minutes to look around to see if you want to take out a subscription.

If all this means nothing to you but you'd like to find out more about M.U.D. and other play by modem games then simply red next months Gamer.



# NEWSNEWS

## Trivial Pursuit

The official computer version of Trivial Pursuit is to be released by Domark in September.

The game will feature 3,000 questions which will be answered by the players as they move around the Trivial Pursuit board.

The questions are based on the original categories of History, Geography, Art and Literature, Entertainment, Sport and Leisure and Science and Nature, but will also use the computer's facility of sound and graphics to add more to the written questions.

Trivial Pursuit will be available for Amstrad, Spectrum, C64 and BBC computers and will cost 014.95.

The next Bond film to hit the computer screen will be the classic Live and let Die which will be followed by the game based onthe next Bond film.

Finally Domark are saving up the money necessary to launch Eureka 2 and its £25,000 prize that could be yours if you're the first to complete the games 3 adventures.

## Stop Press!

In a shock horror move today, Domark have changed the name of their game 'Splitting Images' to 'Split Personalities'. This is due to legal pressure brought to bear by Central Television — makers of the television program 'Spitting Image', who though that the game's name referred to their show.

'The game will be exactly the same,' stressed Mark Strachlan — the 'Mark' part of Domark. 'We feel sure we would have won the court case, but honestly a computer game is not worth the five figure sum it would have cost us to fight it in the courts.'

'We sould like to stress to our customers that the game is not going to change.' Apart from the name, the packaging will also alter slightly. The caricatures of famous personalities on the cover will be changed to screen dumps from the game.

Readers of Computer Gamer will be aware that the game, whatever it's called, is an exciting mixture of arcade action along with anintersting twist onthe old sliding block puzzle. The puzzles being pictures of famous faces like Margaret Thatcher, Ronald Reagan and Mick Jagger.

## Print Shop

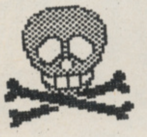
Broderbund's superb Print Shop is at last being imported into the UK by Precision Software.

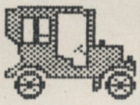
This C64 disk utility has topped the American charts and turns your computer into your own print shop.

It allows you to create letterheads, invitations, cards, posters and banners in a choice of letter styles accompanied by a selection of border designs and user defined graphics as well as a library of predefined shapes. Illustrated here are just some of the graphics that can be printed in three different sizes.

Print Shop can be further expanded by additional graphics disks each containing 120 predefined graphics.

Print Shop is available from Precision Software for around £40. The additional graphics disks cost £21.69 each.





## Activision

Further details are now available about Activision's first Infocom adventure.

It is to be the first 128K adventure Trinity which begins with you, an American tourist, spending your last day of your cheap holiday, walking in Kensington Gardens. Unfortunately World War III has just started and a mushroom cloud appears on the horizon. If you're quick you can escape through a white door that suddenly appears.

This leads you to a curious fantasy land scattered with white mushrooms, each containing a small door. By travelling through these doors you enter numerous mini scenarios each beginning minutes before a nuclear explosion from Hiroshima back to the climax of the game just before the first nuclear test in New Mexico — codenamed Trinity.

Trinity will be available only on 128K disk machines.

It's price along with those of the other Infocom titles are still under review following the Activision/Infocom merger although Activision have hinted that they will cost between £19.95 and £29.95.

Other forthcoming Activision games include the female version of Alter Ego and Championship Basketball and Championship Golf from Gamestar.

Championship Golf offer you the chance to play the Pebble Beach course in a 3D cimulation that allows you to choose clubs, stance and swing while playing a shot as well as walk around the course to plan your shots.

In Championship Basketball you control one of the 23 teams in the four division Gamestar Basketball Association. During the games you control two players who can run plays and select from wide variety of shots while accompanied by a cheering crowd.

According to Activision both Championship games will be available soon for the C64.

## The Fourth Protocol — Playing the Game

Anyone still stuck in the excellent Fourth Protocol adventure game can find hints, tips and even coded solutions to the games major porblems in this new book written by the games designers.

The book is published by Century Communications and seems a little pricey at £5.95 but this may be a small price to pay to save your sanity.

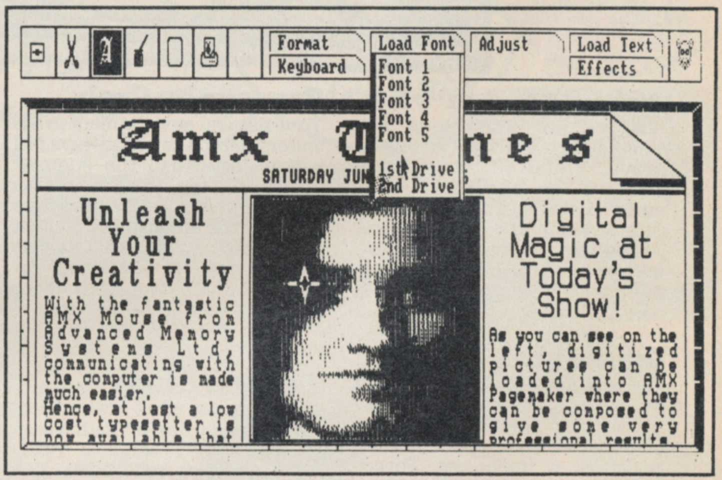
THE FOURTH PROTOCOL
PLAYING THE GAME
JOHN LAMBSHEAD & GORDON PATERSON

## Amstrad AMX Pagemaker

These screens are from the new Amstrad version of the AMX Pagemaker which features a combination of typesetter, word processor and graphics package supplied on two discs for £49.95.

The Pagemaker can be used to create A4 letters, posters and newsletters.

Details on 0925 413501.



Amx T[illegible]es

SATURDAY JUN

Unleash Your Creativity

With the fantastic AMX Mouse from Advanced Memory Systems Ltd, communicating with the computer is made much easier.
Hence, at last a low cost typesetter is now available that

Digital Magic at Today's Show!

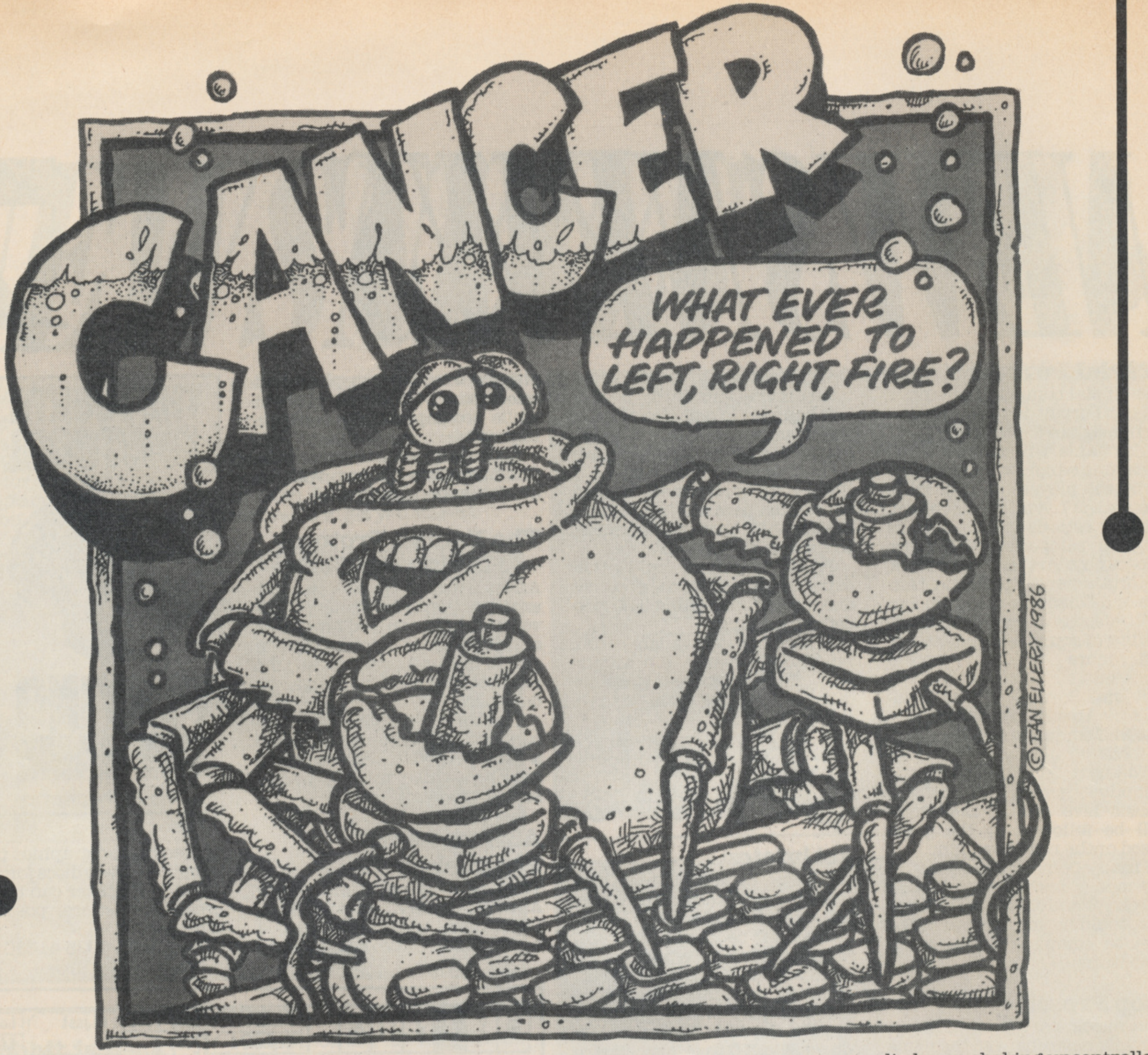
As you can see on the left, digitized pictures can be loaded into AMX Pagemaker where they can be composed to give some very professional results.

## Spectrum Uridium

Hewson have announced that the Spectrum conversion of Uridium will be released in November. The original C64 version went straight to the top of the charts when it was released and has set new standards in fast action games.

Meanwhile Andrew Braybrook and the rest of the Uridium team are adding the finishing touches to their next C64 tame which is due out in September. It is to be called Alleykat and is described as a fast moving racing game between "wacky" cars fitted with square wheels and flappers that move them around the low gravity tracks.

City Slicker is the next game from the Technician Ted crew and is a 400 screen arcade adventure in which you (the city slicker) must stop Abru Cadabra from planting a bomb under the Houses of Parliament. The action takes place in central London and during your adventure you will meet a variety of characters including Maggie, football hooligans and the Queen who is guarded by an army of corgis.


CANCER
WHAT EVER HAPPENED TO LEFT, RIGHT, FIRE?
©IAN ELLERY 1986

**Aries the Ram**
The heat of those long hot summer days will take you out of seclusion and out of yourself. You will be confronted with numerous new situations due to your new found confidence and you will find that in an uncanny way you are able to deal with them without once losing your cool.

**Gemini the Twins**
The two of you are going to have a whale of a time this month. Me thinks that perchance you are off to the wild blue yonder on the wings of a jumbo jet. Forget about all those ghastly Airplane films you've seen, take courage from the mortal combats which have occupied your waking hours in the musty depths of your computer room. Your courage is at a high.

**Cancer the Crab**
Your natural environment is the watery depths so you always feel rather lost when the summer comes along. However, take heart, if you're really desperate to avoid the dreaded ultra violet rays which smite earth at this time of year, then take off for Planet X and have a crack at the invading alien hordes.

**Leo the Lion**
My goodness, what a weird sort of person you are. If I hadn't seen it for myself than I really wouldn't have believed it. You cannot be serious. The way you are behaving at the moment makes a subnormal chimpanzee your intellectual superior. Now pull yourself together and get on with it!

**Virgo the Virgin**
Oh dear! You really are having quite a time of it at the moment. I think it's probably due to the fact that you keep so many trolls and hobgoblins in your personal space. I don't think the green Martians help at all either. And you should really stop talking to yourself, it gives a very bad impression. The positive vibes from the planet Uranus should sort you out, but look out for Venus, could be a few knotty problems there.

**Libra the Scales**
Go on try it! Yes, really. This month you should be making new plans. You're appraching a very good time of year and according to my most accurate predictions — which are of course infallible — anything new that you try this month will be a resounding success.

**Scorpio the Scorpion**
I am seriously shocked! If you're about to do what I think you're about to do then don't! To think that one of my little precious lovelies could consider such a dastardly course of action. Now that you've been found out I hope you're suitably ashamed. We'll say no more about it.

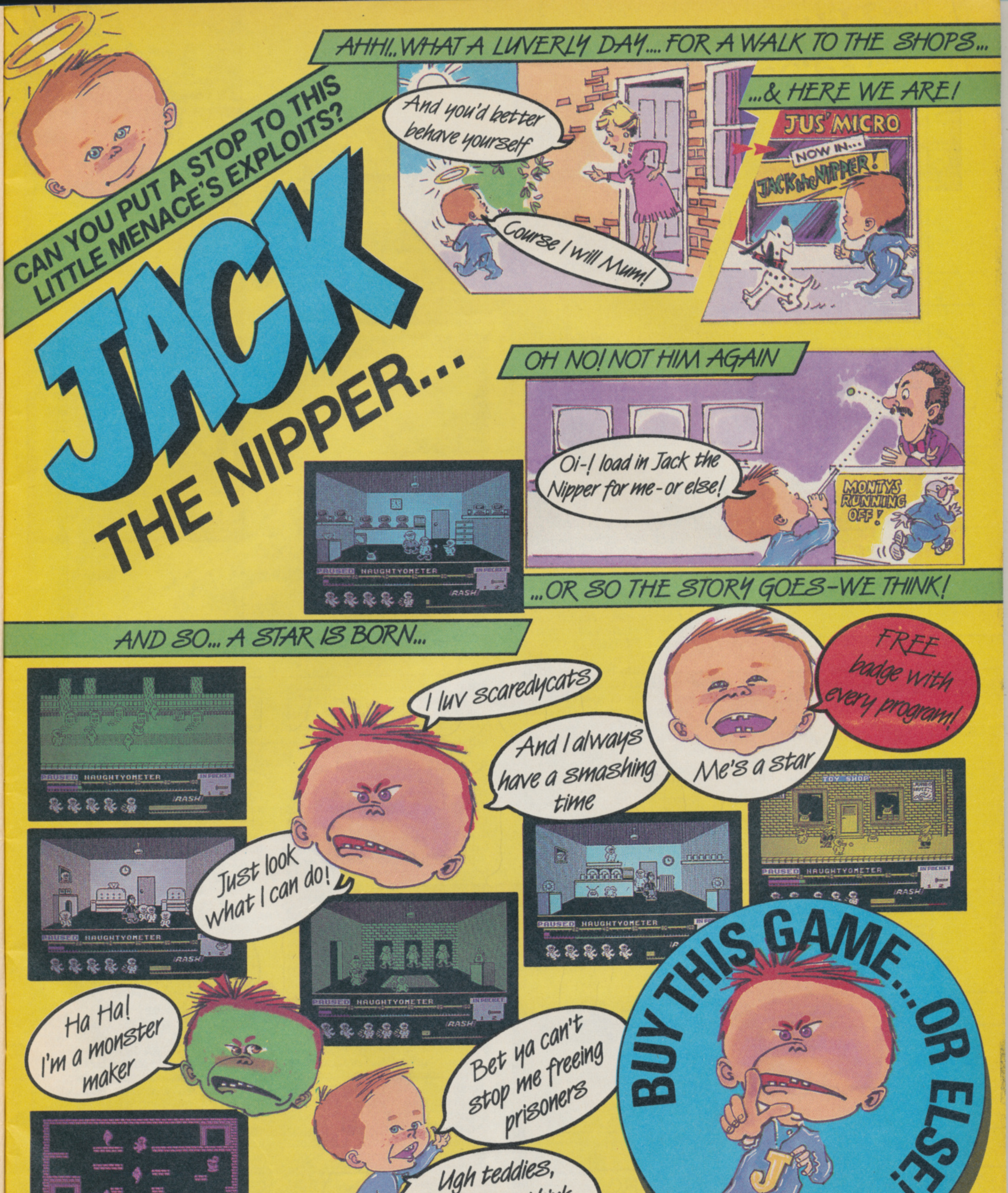
**Sagittarius the Archer**
Happy joy. Things are coming along nicely on the financial front at the moment. However, you're a terribly extravagent person and just because you're on an even keel at this stage it doesn't mean you can go mad. Limit your spending, don't go near the shops, stay in and do something boring instead.

**Capricorn the Goat**
Pluto's cold shadow is upone you at the moment. You feel chilly, your forehead is sweaty and your limbs are shaking uncontrollably. Sorry but you're going to get 'flu this month. Have lots of tea and toast.

**Aquarius the Water Carrier**
No, no, no, no, no. It really won't do to get this depressed over something so trivial. You may think it's important at the moment but if you only knew what other people were going through then maybe you would stop this stupid wallowing in self pity and get on with it. Be positive.

**Pisces the Fish**
Do you know, I've got so much to say to you and so little space that I'd better get on with it without preamble or we'll be hear all night and I'll get my wrist slapped for wasting space. Here we go. The planet Mars will have a massive . . .

**Taurus the Bull**
Last and definitely least, but don't worry maybe one day someone will appreciate your finer qualities, whatever they are, because for the life of me I can't think what they could possibly be. You probably think I'm being very cynical but since we've got to the bottom of the page, I can afford to be.


CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?
JACK THE NIPPER...
AHH!..WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS...
And you'd better behave yourself
Course I will Mum!
...& HERE WE ARE!
JUS' MICRO
NOW IN...
JACK the NIPPER!
OH NO! NOT HIM AGAIN
Oi-! load in Jack the Nipper for me - or else!
MONTYS RUNNING OFF!
...OR SO THE STORY GOES-WE THINK!
AND SO... A STAR IS BORN...
I luv scaredycats
And I always have a smashing time
Me's a star
FREE badge with every program!
Just look what I can do!
TOY SHOP
PAUSED NAUGHTYOMETER IN POCKET RASH
Ha Ha! I'm a monster maker
Bet ya can't stop me freeing prisoners
Ugh teddies, they must think I'm a baby!
BUY THIS GAME...OR ELSE!
J

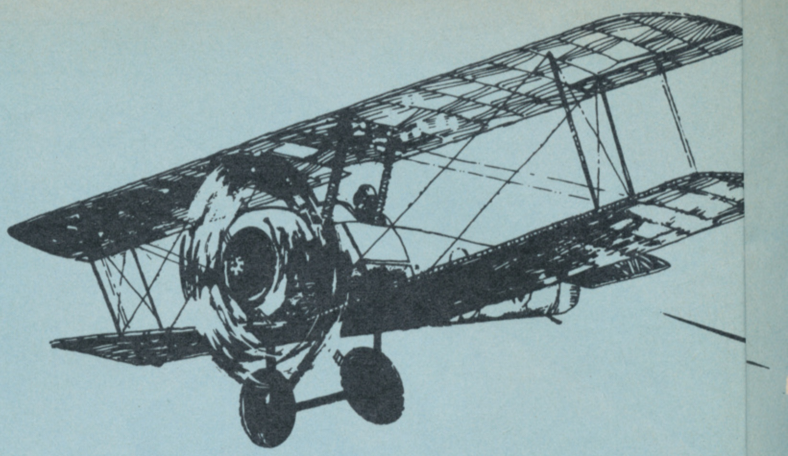
Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Tel: (0742) 753423,
Telex No: 547274

GREMLIN

SPECTRUM 48K · MSX · AMSTRAD ·

ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

| | |
|---|---|
| Title: | Biggles |
| Computer: | C64, Spectrum |
| Supplier: | Mirrosoft |
| Price: | £9.95 tape, £12.95 disk |



## Biggles is back! Eric Doyle dons his goggles and stiff upper lip to take the "game of the film" for a test spin

The film version of Biggles will probably cause his creator, Capt. W.E. Johns, to turn in his cockpit. His hero had both feet firmly planted in the clouds of World War I and never in the present day. For the wrinklies amongst us no introduction is necessary. The name of Biggles is written in the history of children's literature of the unliberated past as brightly as Boy's Own comics, Dan Dare and Enid Blyton.

In the Eighties, the Biggles collection of stories would probably raise a few eyebrows with his racist remarks and sexist comments but the stiff upper lipped, granite jawed flying ace of the past has been transformed. Now he is a symbol of the old Empire, a hero in the old tradition taking on the evils and injustices of the world with pig-headed determination.

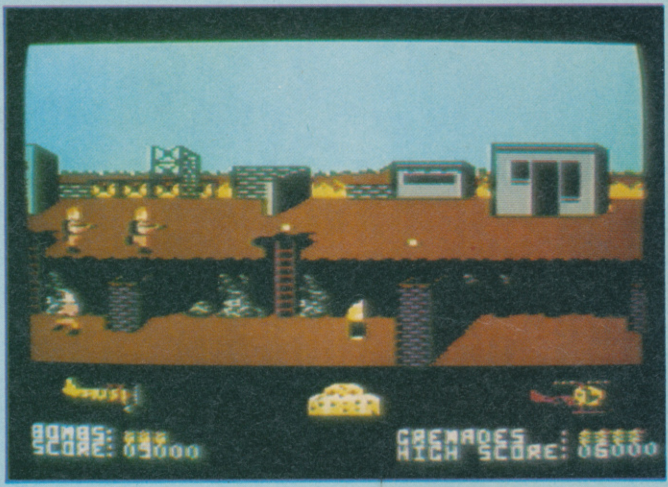
The rebirth of the legend has prompted Mirrorsoft to join in the celebrations with the release of a game which faithfully follows the storyline of the film and in many ways tells the tale in a more credible way. For the first time a game of the film outdoes its precursor.

While fighting the flying Huns over the trenches of the Somme, Biggles is timewarped into the future world of super weapons which forms our present. Swapping his Sopwith Camel for a helicopter he meets his time-twin Jim and the great adventure begins. Worm holes in time have a strange effect on our hero, when the going gets tough he is zapped into another time and another place.

The game is contained on both sides of the cassette and it is best to play the first side before seriously attempting the second part.

Chocks away, part one. This is a triple layered game with three scenarios which Biggles must complete in the correct order if he is to get the password for part two. This aim is hindered by the fact that our hero cannot hide. An instant before the bullet hits he is transported into one of the other zones. This intertemporal behaviour can also occur as randomly as a flash of lightening. Just when our hero is getting the best of the enemy, the thunder clouds gather and there he is in a new environment.

The three scenes in Timewarp involve a different kind of gameplay. Biggles in the Air shows him in his biplane flying over the gun batteries of the Kaiser's army dodging the flak. The second scene is another part of the battlefield of 1917 with Biggles taking on the whole German army on the ground. The rooftops of present day London forms the third section and introduces his time-twin Jim.



Piloting the old Sopwith over enemy occupied territory requires a nifty bit of joystick handling. The German gunners are pin-point accurate and each enemy pilot flies with the skill of the Red Baron himself. Planes zoom in from out of the blue and Biggles must be adept at using his speed and agility in the air if he's not to fall foul of the enemy's machine gun. Fortunately his gun is one of those miraculous weapons with unlimited supplies of bullets and mastery of the airborne foe is easy to achieve. The main problem is avoiding the flying shells from down below.

The anti-aircraft cannon can be bombed but there is a limit to the number which a tiny Sopwith can carry. To gain more bombs, the last of the current load must be reserved for dropping on one of the enemy's ammunition dumps.

Suddenly, the screen goes black, a flash of lightening appears and there you are in the trenches or in London. The trench warfare is reminiscent of Commando, Rambo, Who Dares Wins II etc. In all of the scenerios Biggles is travelling from left to right but on the battlefield the way is blocked by rampaging soldiers and walls of lead from the gunners hidden in concrete pillboxes.

There are two levels depicted on the screen. The upper level is normal ground level below which are caves (shouldn't be trenches?). The only way to pass a pillbox is to hit it with a hand grenade. A supply of grenades can be found in the caves which are reached by ladders. Soldiers are everywhere, running about shooting wildly and with bayonets fixed. While Biggles is downstairs collecting grenades and wiping out any pockets of reistance down there, the enemy soldiers parade above guarding his nearest exit.

It is possible to scroll the screen so far that he is left with only one ladder to freedom. This will be under such a heavy guard that survival is nearly impossible. Easier to avoid this trap than to try to rectify it.

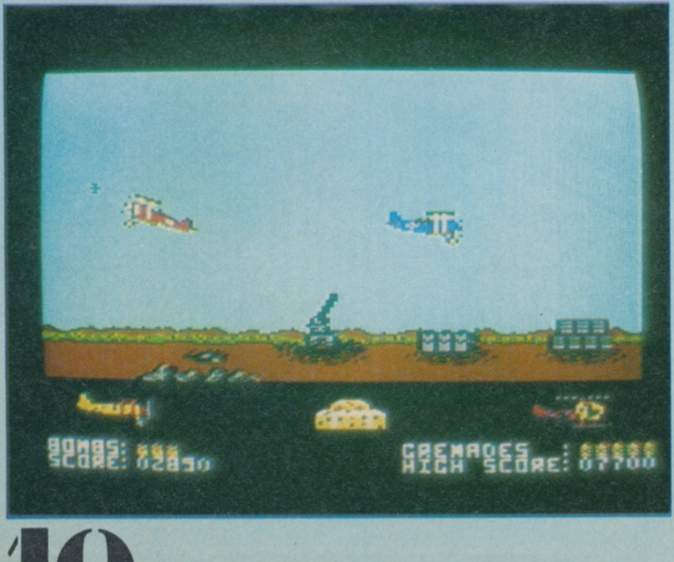
In London the problem is to get Biggles and Jim safely across the rooftops. Each character is moved in turn and both must remain on screen at all times. some of the rooftops are empty but most are patrolled by a guard, beaded by a sniper or even protected by both. The buildings are all separated by a short or a long jump which can only be cleared if a suitable run up is made. Too short and Biggles is saved from plummeting to his death by a flash to another scene.

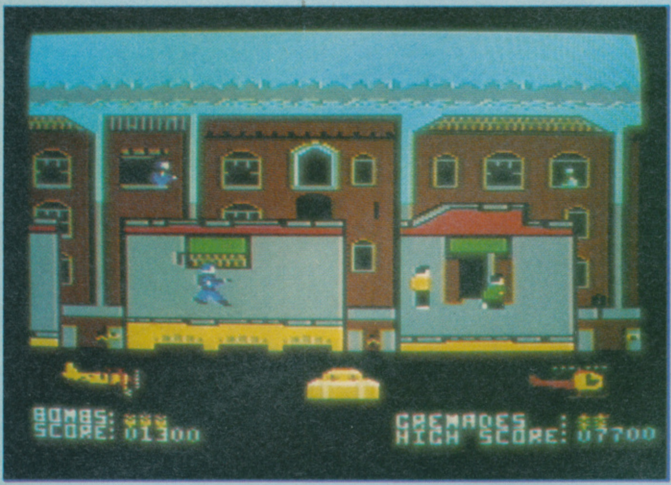
Before switching control from one character to the other you must be sure that the other is in a safe position. This is tricky and can often lead to a nifty bit of switching back and forth before any progress can be made. Often it is easier to keep the jumping character to the front of the 3D scene but be careful, not all of the rooftops stretch to the front of the screen.

Each time Biggles timewarps one of three icons at the bottom of the screen crumbles away depending on which screen he has left. If an icon disappears Biggles has failed in his mission and the game starts again.

Entry to The Sound Weapon on side two does not depend on knowing the correct codeword, but it helps. The game is a simplified flight simulation with Biggles at the controls of a helicopter., As he says in the film, 'if you can fly a Sopwith Camel, you can fly anything.'

Control of the chopper is via the joystick and the keyboard with the eventual aim being the destruction of the dreaded Sound Weapon. First of all there are a few tasks to be performed.





The helicopter has to report to the Allied Camp to collect Marie, a double agent. The Camp is located by using the dual mode Radar Map. In long range mode this shows the whole area in sector blocks which light up in a colour relating to the kind of enemy to be found there, if any. The other mode shows the current sector in greater detail so that enemy strongholds and fuel dumps can be located.

The Camp is shown as a white sector on the long range map and your first lesson in navigation begins. If you succeed in reaching your target before your fuel runs out you can fly around until you see Marie. Landing while keeping her in view allows Biggles to bring her on board to join himself and Jim on a trip to the convent.

Before leaving this area of the map you must also locate and collect Biggles' other friends Bertie, Ginger, Algie and Smith. Care must be taken not to attempt to pick up an enemy but some are spies with vital information which will help you in your mission.

Fuel is a limited commodity and fuel dumps must be raided to keep Biggles in the air. Other objects will be found on the way the most useful of which is a machine gun.

To clear up pockets of strong resistance you may have to leave one or two of your friends on the ground. Skill and judgement is required here because each has a different skill and you may soon wish you had your engineer aboard shortly after you dropped him off.

After dropping Marie off at the convent, Biggles can lift off again in search of the enemy weapon's test site. On the way he will be buffeted by flak and attacked by enemy planes. Ammunition will run short and fuel will be low. The game turns into a desperate search for the artefacts of survival as well as the enemy location.

The maps are vital to reaching Biggles goal.' The short range map shows the location of most (but not all) oif the items to be collected and he would not be foolhardy enough to fly into the heart of the enemy held territory unprepared. Methodical searches are interrupted by the need to find provisions and the sectors must be crossed and recrossed many times before the mission is completed.

Another relief is to hear some music which was not written by Ron Hubbard. The themes for the scenes are the product of Tony Crowther's labours and very rich they sound. This is a great relief because there is no facility for turning the music off and sound plays an important part in The Sound Machine game.

The graphics are by far the best in this section, very reminiscent of Skyfox. Trees and enemy encampments scroll towards you as you cover more ground and areal sends of speed is transmitted. Warning horns sould if you turn too sharply and your helicopter slips earthward during such a maneouvre. An array of indicators must constantly be scanned, especially your damage indicator.

If your damage does not reach 100% and you reach the enemy's test site, the end of the mission is at hand and Biggles can soon rest at last.

Biggles is an all action game which kept me on my toes all of the time. The range of challenges left me with the impression that I'd been tested to the full range of my arcade playing skills. Speed, agility, cunning and logical thought are the true armoury which Biggles demands. Never in the field of human conflict has . . .

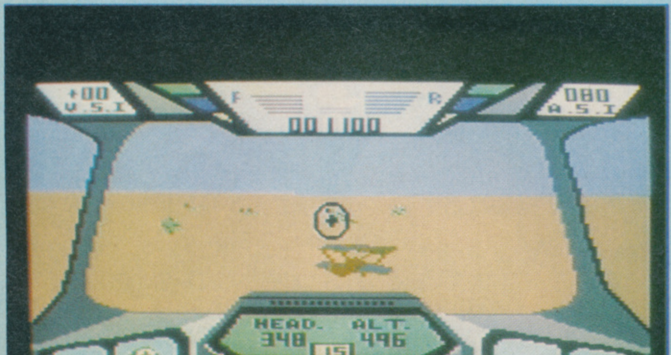
Thank you Mirrorsoft for restoring my faith in games based on potential box office successes.

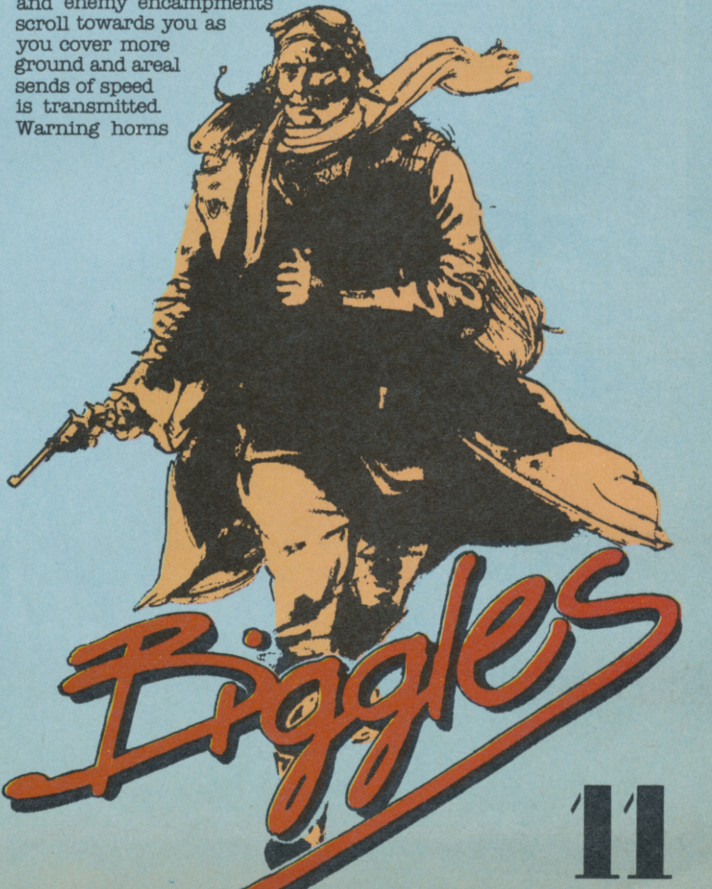
PLANET RATINGS

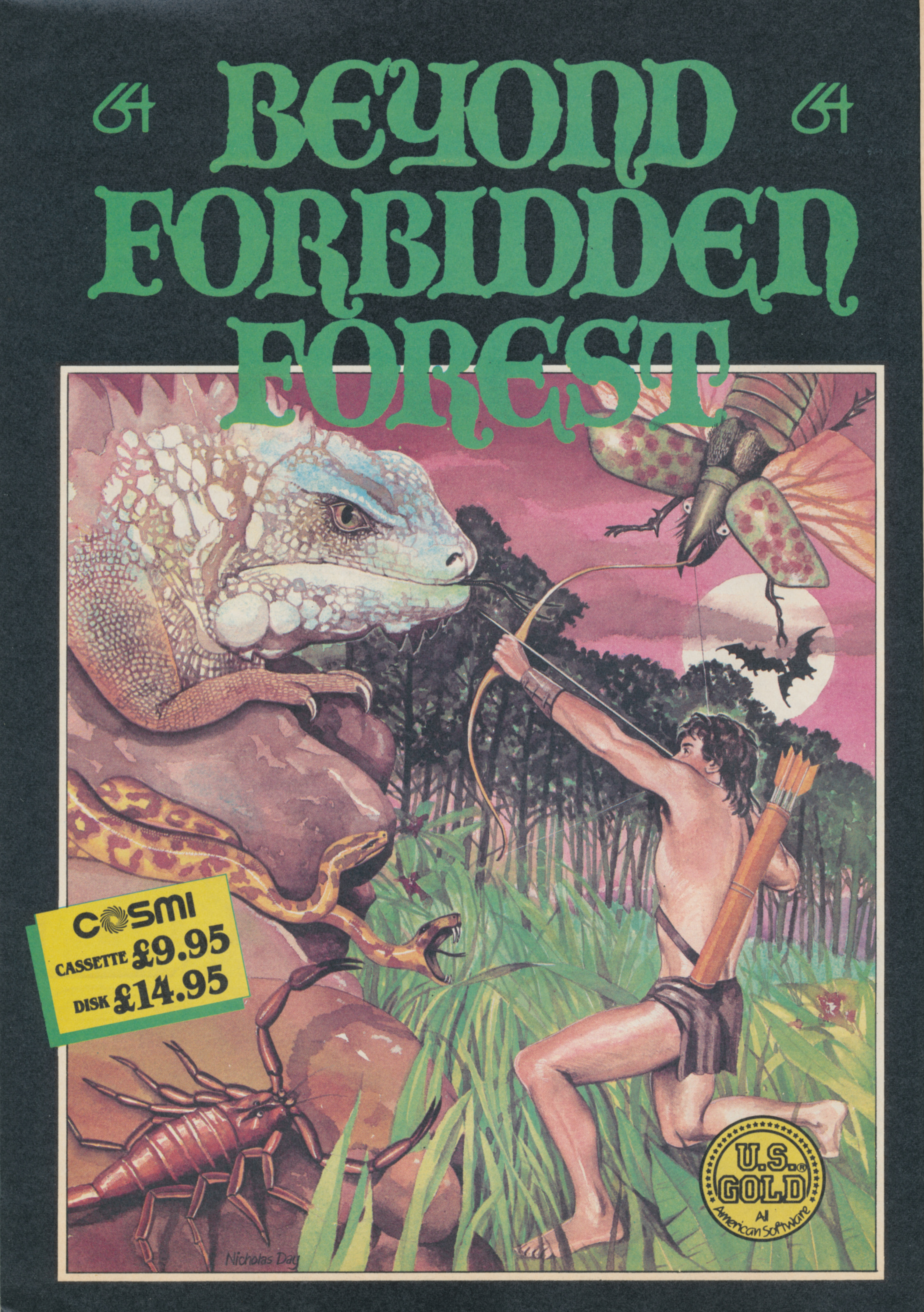
| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●●● |
| Value for money | ●●●●● |

STAR RATING ☼

Nova






64
BEYOND FORBIDDEN FOREST
64
COSMI
CASSETTE £9.95
DISK £14.95
U.S. GOLD
All American Software
Nicholas Day

# HI-SCORE

## COMPETITION HI-SCORE CHART

| Game | System | Scorer | Score |
|---|---|---|---|
| Action Biker | C64 | Jelim Hamamcioglu | 297563 |
| Action Biker | Atari | Shaun Arney | 252413 |
| Chuckie Egg | Spectrum | Ian Harrison | 3021010 |
| Chuckie Egg | Electron | Simon Popplewell | 579600 |
| Chuckie Egg | BBC | Andrew Neck | 2554960 |
| Chuckie Egg | C64 | Luigi Waterworth | 3324790 |
| Chuckie Egg II | Electron | S Seal | 1300000 |
| Knight Lore | Spectrum | A Parkinson | 98% |
| Hyper Sports | Spectrum | David Templar | 1962400 |
| Hyper Sports | C64 | Sandy Bulloch | 142084 |
| Pole Position | Atari | Dominic Anderson | 136650 |
| Pole Position | Spectrum | Denis Bicheron | 63800 |
| Pole Position | C64 | Jason Peterson | 149670 |
| Pole Position | BBC | David Brown | 123350 |
| Elite | BBC | D Codrington | 13437772 |
| Elite | Electron | Craig Burbridge | 1100476 |
| Elite | C64 | Jason Kennedy | 428957315 |
| Elite | Spectrum | Gavin Sneddon | 51000 |
| Bruce Lee | Spectrum | Sam Swift | 6000000 |
| Bruce Lee | C64 | Kieth Nicholson | 1185650 |
| Dropzone | Atari | Stephen Lakey | 1140230 |
| Spy Hunter | Spectrum | Andrew Cooper | 5276095 |
| Spy Hunter | C64 | Dara McEniff | 484825 |
| Who Dares Wins II | C64 | Julian Bryant | 112550 |
| Raid Over Moscow | C64 | Alan Jones | 273200 |
| Raid Over Moscow | Spectrum | Gary Smith | 650050 |
| Raid Over Moscow | Amstrad | Michael Boencke | 396750 |
| Zalaga | BBC | Paul O'Malley | 15007810 |
| Beach Head | C64 | David Booth | 916200 |
| Beach Head | BBC | Robert Booth | 998400 |
| Starquake | Spectrum | Leif Findlay | 217671 (70%) |
| Blue Max | Atari | Hakan Akbas | 3440 |
| Zaxxon | Atari | Simon Jones | 199130 |
| Zaxxon | C64 | Simon White | 216650 |
| Chop Suey | Atari | Darren Hind | 392880 |
| Sabre Wolf | BBC | Andrew Maskery | 301450 |
| Exploding Fist | C64 | Paul Whitehead | 841300 |
| Exploding Fist | Spectrum | Steven Smith | 836400 |
| Exploding fist | Amstrad | Jan Larsen | 74300 |
| Exploding Fist | Electron | Craig Burbridge | 41400 |
| Yie Ar Kung Fu | C64 | Glenn Vyse | 24044000 |
| Yie Ar Kung Fu | Amstrad | Stephen Everitt | 4365680 |
| Yie Ar Kung Fu | Spectrum | Matthew Cropper | 677000 |
| Yie Ar Kung Fu | BBC | Ian Cameron | 772100 |
| Yie Ar Kung Fu | Electron | Jason Langridge | 957700 |
| Commando | C64 | Russell Hann | 9625100 |
| Commando | Spectrum | James Allen | 128450 |
| Supertest | Spectrum | Andrew Peace | 78160 |
| Soul of a Robot | Amstrad | R Messenger | 83% |
| Repton 2 | Electron | Nicholas Balmer | 28164 |
| Highway Encounter | Spectrum | R Messenger | 148370 |
| Bounty Bob Strikes Back | Atari | Hakan Akbas | 46270 |
| Manic Miner | Spectrum | Gareth Scurlock | 24282 |
| Jet Boot Jack | Atari | Nick Clark | 242500 |
| Chop Suey | Atari | Giancarlo Massironi | 533630 |
| Rambo | C64 | Brett Sherwood | 3058200 |
| Hunter Patrol | C64 | David Jolley | 171000 |
| Transformers | Spectrum | Kevin O'Kelly | 452715 |
| Gyruss | C64 | Montero Carlos | 696000 |
| Gyruss | Atari | Hailan Akbas | 218600 |
| Mr Eee | BBC | Wyndham Townend | 163350 |
| The Eidolon | Atari | Simon Buck | 32208 |
| Staff of Karnath | C64 | John Greorghison | 6:44 pm |
| Schooldaze | Spectrum | Nigel Kettlewell | 14470 |
| Defend or Die | Amstrad | Dee Nicholson | 848370 |
| Paradroid | C64 | Adam Cleobury | 28850 |
| Resuce on Fractulus | Atari | Hailan Akbas | 104314 |
| Bomb Jack | Spectrum | Gary Powell | 426290 |
| Uridium | C64 | Paul Turner | 690985 |

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you woule like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

**Computer Gamer**
**Hi-Scores**
**Argus Specialist**
**Publications**
**1 Golden Square**
**London W1R 3AB**

Good luck . . .

Send to: Hi Score, Computer Gamer, 1 Golden Sq, London W1R 3AB

Full Name ..................................................

Address ..................................................

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Telephone ..................................................

Age ..................................................

Game ..................................................

Score ..................................................

Machine ..................................................

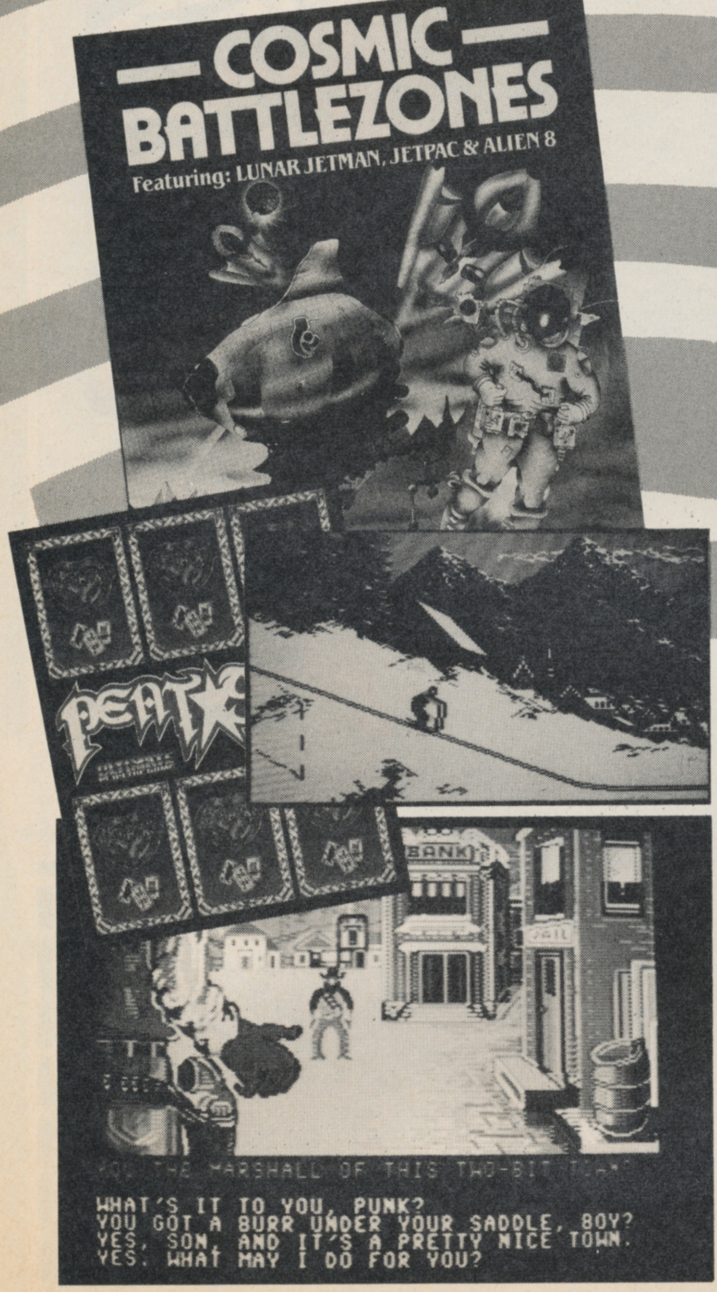
Comments ..................................................

..................................................

Signed ..................................................

Witness ..................................................

Membership Number ..................................................


COSMIC
BATTLEZONES
Featuring: LUNAR JETMAN, JETPAC & ALIEN 8
PENTA
BANK
JAIL

```
YOU THE MARSHALL OF THIS TWO-BIT TOWN?

WHAT'S IT TO YOU, PUNK?
YOU GOT A BURR UNDER YOUR SADDLE, BOY?
YES, SON, AND IT'S A PRETTY NICE TOWN.
YES. WHAT MAY I DO FOR YOU?
```

# 4th July Competition

**Help celebrate American Independence Day with US Gold and you could win two exciting new games for your micro**

## The Prizes

**If you have a Commodore 64 ...**

Leaderboard — a game from Access that doesn't involve blasting anything! Instead it's a four player, 3D golf simulation, but watch out for the water traps.

In Law of the West you have to survive as Sheriff in a town where the last one died on an overdose of lead poisoning.

**If you have a Spectrum ...**

Pentagram is the latest game from Ultimate and fetures Sabreman back again this time in a Knight Lore style 3D arcade adventure.

Questprobe is the third in the Scott Adams series of superhero adventures features characters from the pages of Marvel comics. Your problem is this one is to control the Things and The Human Torch at Once.

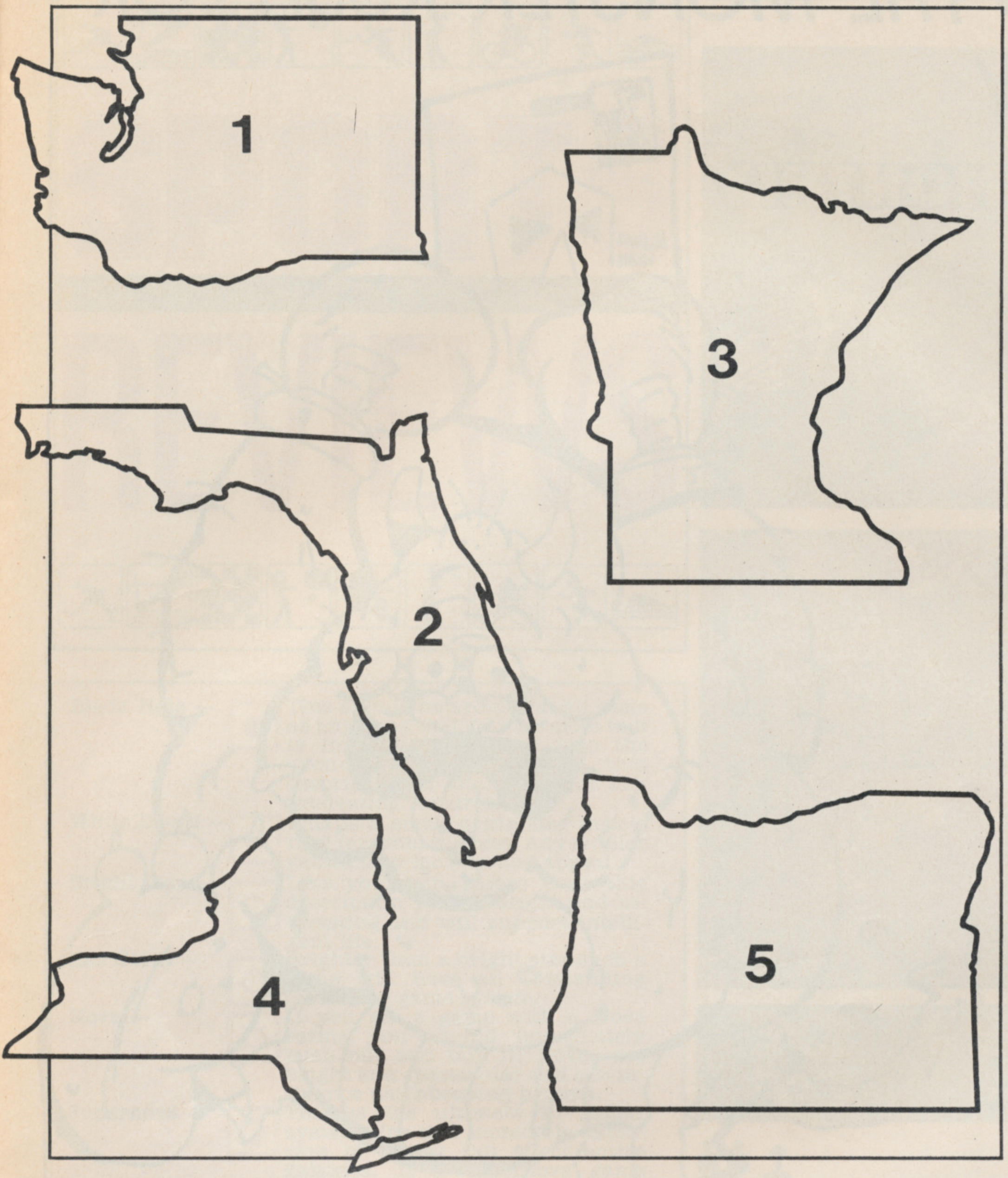
**If you have an Amstrad ...**

Winter Game will test Amstrad athlettes with seven gruelling events including ski jumping, speed skating and the bobsled.

In Kung-fu Master you must prove yourself a master of the martial arts as you battle your way through this coin-op conversion.

**If you have a BBC ...**

BBC owners can now fight their way through the controversial Raid Over Moscow and catch up on three Ultimate games in the compilation Ultimate Battlezones.



**a**
**WORK YEN**

**b**
**NO GORE**

**c**
**COOL ROAD**

**d**
**NO STEAM IN**

**e**
**A COIN FLAIR**

**f**
**SING ON WHAT**

**g**
**FIR LOAD**

US Gold and Computer Gamer have teamed up to give you the chance to win two new US Gold games for your micro.

On offer are 30 prizes of doublepacks of games for the C64,Spectrum, Amstrad and BBC. All the games are new, indeed, some are only just reviewed in this issue of Gamer.

For the C64 there is the new golf game from Access called Leaderboard plus Law of the West one of the excellent games from Accolade.

For the Spectrum there is the latest Ultimate game, pentagram and Scott Adams' Questprobe adventure in which you must control two superheros at once.

Sports action awaits Amstrad owners in the 7 event conversion of Winter Games quickly followed by martial arts in Kung-fu Master.

Finally, BBC owners can catch up on all the early Ultimate games with a compilation of the best called Cosmic Battlezones which includes Lunar Jetman, Jetpac, and Alien 8, plus you can practise your combat flying skills in Raid.

## How to enter

all you have to do to enter this competition is study the diagrams of 5 American states then match them with the correct ones from the list alongside it.

Then simply fill in your answers on the form, add your name and address and machine (so we can send the right prize) and send it all to:

Computer Gamer (4th July) Comp
1 Golden Square
London W1R 3AB

All entries should reach us by August 20th.

You might notice that we've made things a little more interesting for you by adding a few more names to the list of states as well as jumbling up the letters.

Computer Gamer (4th July) Competition, 1 Golden Square, London W1R 3AB

State 1 .......... State 2 .......... State 3 ..........

State 4 .......... State 5 ..........

I own a .................................................. computer

Name: ..................................................

Address: ..................................................

..................................................

..................................................

The closing date for the competition is August 20th.

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# SPORTS REVIEWS

| | |
|---|---|
| Black Hole — ● | This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features. |
| White Dwarf — ◒ | This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal. |
| Bright Star — ○ | Like your sun, games given this description will be bright and interesting and will support intelligent life. |
| Red Giant — ⌖ | Brighter than a bright star such a game will have an outstanding feature or game system. |
| Nova — ☼ | If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets. |
| Supernova — ✹ | This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game! |
| Nebula — ✺ | Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing. |

## Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

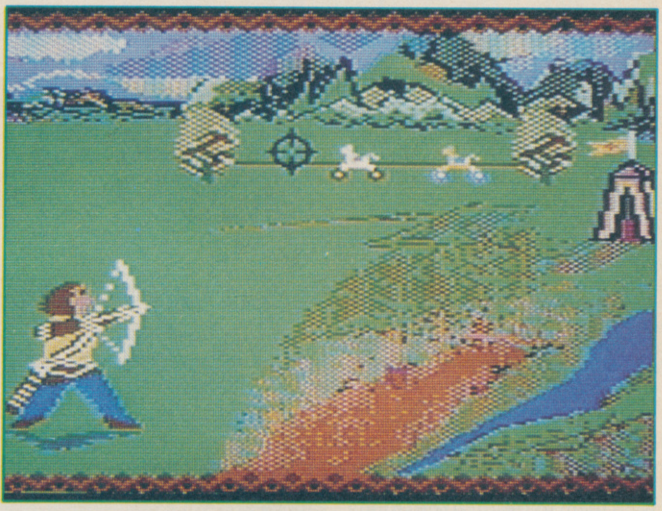
Graphics — Do the Graphics amaze your friends or send them to sleep.

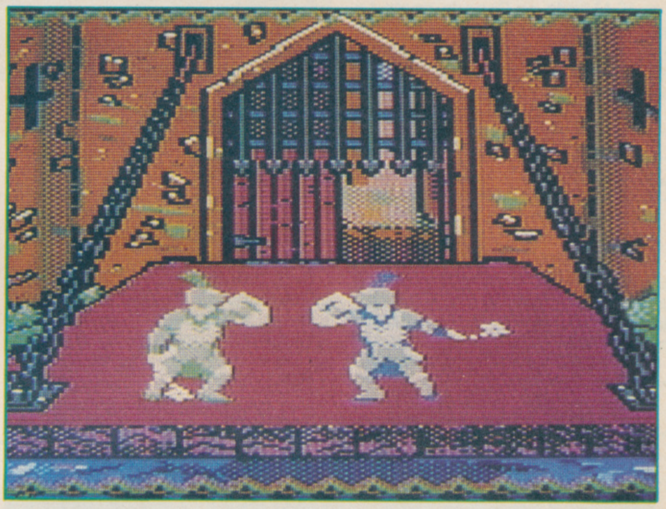
Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Number of players minimum/maximum

Joysticks required/optional.





| | |
|---|---|
| Title: | Knight Games |
| Computer: | C64, Amstrad |
| Supplier: | English Software |
| Price: | £7.95 |

Knight Games is a collection of medieval combat games in which you can compete against human or computer opponents.

Each fight can be over 5, 10 or 15 minutes which is represented be a candle that slowly burns down during the bout. Within that time you must stab, hit, thump and generally abuse your opponent with a variety of weapons. In the two swordfight events (logically called swordfight 1 and swordfight 2) 8 joystick controlled movements allow you to attack your opponent and defend yourself from sword blows. Each time you make contact an impressive metallic clunk is heard as one of ten roses is lost. Lose ten roses and you lose a shield. Lose ten shields and the game is lost.

The Pikestaff, Quarterstaff, ball and chain and axe events all have a similar idea but with subtly different moves including my favourite quarterstaff move wher you lean on the stick and kick him with both feet.

The archery and crossbow events are not only tests of skill but also races against time as you have to hit as many moving targets within the time limit.

The archer must hit wooden horses that trundle between distant trees whereas revolving targets are the aim for the crossbow.

It is the detail of the graphics that makes Kinght Games stand out from the other combat games. Each event features superb animation on incredible backdrops with each screen completed by the wax that dribbles down the burning candle.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●●●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING

Red Giant ⌖

| | |
|---|---|
| **Title:** | **World Cup Carnival** |
| **Computer:** | **C64, C16, Spectrum, Amstrad** |
| **Supplier:** | **US Gold** |
| **Price:** | **£9.95** |

World Cup Carnival is the official licensed World Cup game and is US Gold's attempt to capture the World Cup fever. The game was completed just too late to include in last months feature, hence the review now.

The game is in fact a pack full of World Cup goodies including a sew on badge, 2 posters, one "amazing facts about the World Cup" the other forms a record of the tournament which is completed by you sticking on adhesive flags of the teams as they progress to the final. US Gold are really hedging their bets as there are enough flags for each team to reach to the trophy so if Algeria or Canada spring a shock win, you'll be ready.

The game itself actually consists of four parts. A practise game allows you to practise your ball skill by flipping the ball up, then bouncing it on your knees feet and head as your score points for each bounce as well as take and save penalties. Taking penalties involves waggling the joystick to charge up to the ball at high speed where a joystick push decides where you place it. Then if you want to practice your goalkeeping skills you simply decide which of 7 dives to make and hope the penalty taker hits it in that direction..

Unfortunately, perfecting these practise skills has absolutely no effect on the football game itself. Instead a better plan is to have played Artics World Cup or World Cup 2 as this game is a slightly enhanced version of that classic.

Up to eight players can choose a team that begins its quest for the cup with a quarter final match.

Then the gameplay exactly follows Artics games with 3D players battling it out on a scrolling pitch. You control the player nearest the ball but you can pass it to others in a defence splitting move by passing the ball, then quickly pressing the firebutton to transfer control to a teammate who you can then guide onto the ball. Perfect that move and your goalscorers will soon be leaping for joy.

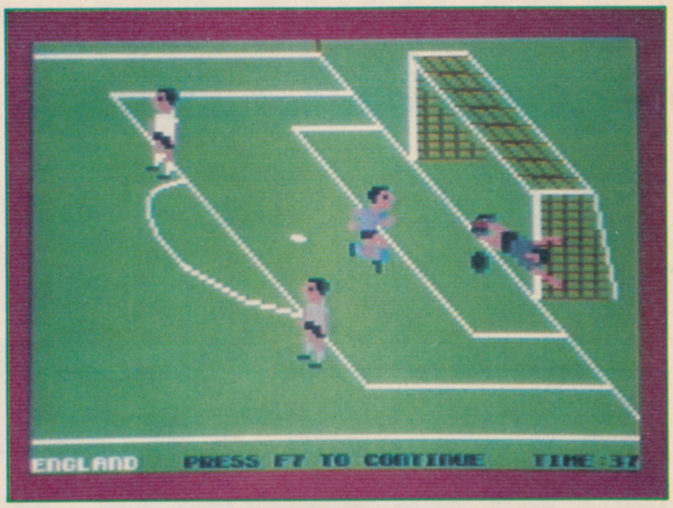
If you win then your on to the semis and then the final. If you lose, your out but luckily you don't have to wait four years to have another go.

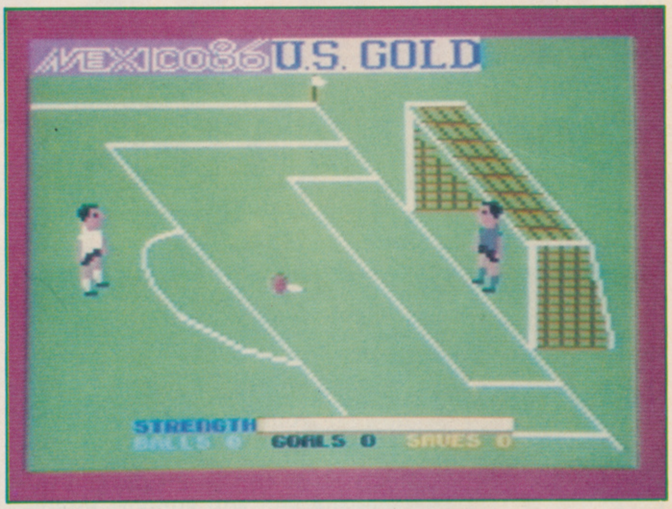
PLANET RATINGS

| | |
|---|---|
| Originality | ● |
| Graphics | ●●●● |
| Use of machine | ●●● |
| Value for money | ●●●●● |

STAR RATING

Red Giant





| | |
|---|---|
| **Title:** | **Leader Board** |
| **Computer:** | **C64, (Spectrum, Amstrad soon)** |
| **Supplier:** | **US Gold (Access)** |
| **Price:** | **£9.95** |

Hold the front page! A new game from Access that doesn't involve shooting everything that moves! Instead the bloodcurdling screams of gunned down soldiers is replaced by the gentle sound of your ball landing in a water trap.

Leader Board is a 3D golf simulation in which 4 players can compete at three different skill levels on four different courses.

All four courses have one thing in common — water. There's so much that the fairways look more like a string of islands than a golf course. At least there aren't any trees.

The object of the game is, of course, to get the ball into the hole in as few shots as possible. Unfortunately to do this you will have to develop the technique of hitting the ball in the right direction, the correct distance with the appropriate club. This isn't easy as there are 3 woods, 9 irons, a pitching wedge and a putter to choose from You aim the ball with a cursor and gauge the strength of the shot by hitting the firebutton when a moving scale is at the required level. The rest is up to the gods. If your lucky you'll then take another shot, and another until you sink the putt.

When you get to within 60 feet of the hole, the flag is removed and the display changes. The cursor is accompanied by a marker which shows the direction and degree of slope of the green which you have to compensate for in your shot.

When you've completed the hole it's on to the next with the leader board keeping the score.

Once you've mastered the basic game you can introduce the ability to hook and slice the ball to curve it around obstcles. Then if you're feeling very brave you can go for the professional game and include the hideous effects of wind. This varies from a slight breeze to a gale force wind all of which must be compensated for in the shot.

Comparisons will be made between this and Ariolosoft's Golf Construction Set which was reviewed in depth in last month's Gamer. Both feature superb 3D views of the course ahead of you with GCS being the more detailed game. GCS also has more depth and complexity with the addition of more hazards (trees, roads etc), a construction set to build your own holes more factors to affect the travel of the ball (skill of player, temperature, hardness of ground, loft of ball) and the ability to save and improve your handicap.

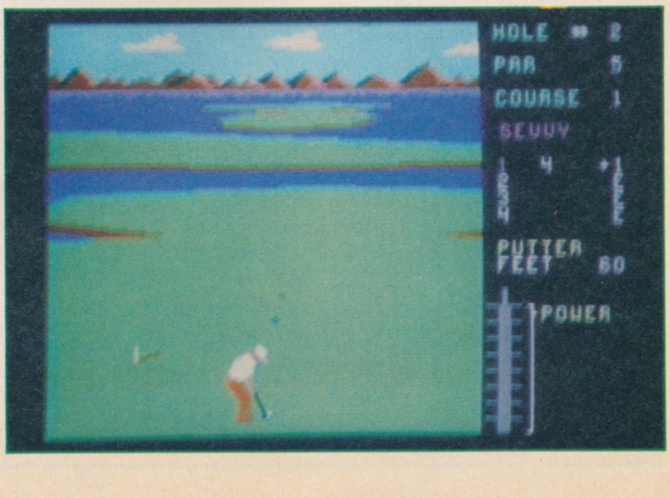
Leader Board is easier to play (you can have a good attempt without reading the instructions) and will appeal more to non golfers. It's a bit like comparing golf to pitch and putt. They're both good games but ones easier for beginners. Finally if you own a Spectrum or Amstrad then there's no comparison as Leader Board is literally the only game in town..

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

STAR RATING

Nova



| | |
|---|---|
| **Title:** | **Soccer 86** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Activision (origination: Loriciels)** |
| **Price:** | **£9.95** |

Football games look set to take over at the moment with every software house with two programmers to rub together launches some Mexico spin-off.

Activision's contribution to this is the French produced Soccer 86 (though having seen France scrape through their match against the 1000 to 1 outsiders Canada, I am thoughtful about the state of the Canadian software industry . . .).

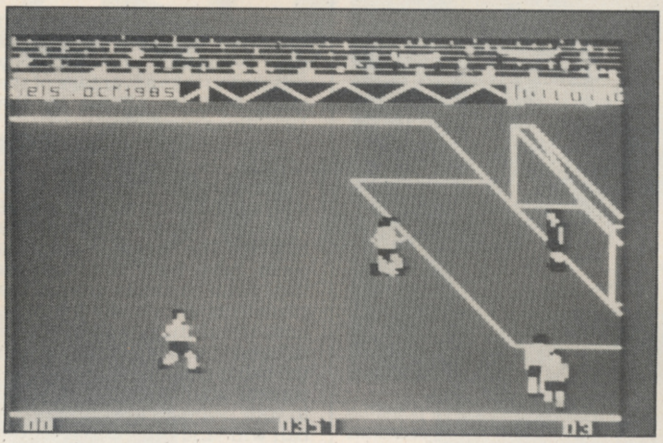
The game is in the 'International Soccer' mould pioneered by Commodore a couple of years ago, but with a lot of changes and significant improvements.

Instead of merely being able to change the team's colours, instead you pick a country. This then selects the appropriate national colours and national anthem. Then (with your manager's cap on) you can give points to each of your players to (say) strengthen your midfield or your defence. This aspect of the game is very good and lets you have more individual control over your team than would be strictly usual in a game of this type.

Then off to the game. The teams troop in, line up, and their national anthem is played. They they stand around the centre line (there is no central circle) and kick off. From here play is identical to International Soccer, except that the pitch is rather longer than you would normally expect for one of that width. Goal kicks, corners, and throw ins are all handled with no real problems.

Control is likewise easy with joystick or keyboard being available. Though I did find that controlling the goalie a bit difficult., but perhaps that's just me.

A very good football game, now Amstrad owners can stop drooling over people with Commodore 64's with the International Soccer cartridge and show them some real football. **M.R.**



PLANET RATINGS

| | |
|---|---|
| Originality | ● |
| Graphics | ●●●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING ⌖

Red Giant

---

| | |
|---|---|
| **Title:** | **Rock 'N' Wrestle** |
| **Computer:** | **Spectrum** |
| **Supplier:** | **Melbourne House** |
| **Price:** | **£7.95** |

This excellent wrestling simulation which is far better than the sport is simulates was first issued on the C64 in February. Now at last the waiting for Spectrum owners is over, but was it worth the wait?

All nine opponents are here to stop you, Gorgeous Greg, from winning the wrestling title of the world. Each has practised their speciality moves so you will have to learn all 25 moves that are available from the joystick if you are to beat the likes of Vicious Vivien, Redneck McCoy and the current champion Lord Toff.

There are softening moves such as the head butt, knee and arm jolts as well as aeroplane and armspins to get your opponent in a spin. Finally you can finish him off with the bone-crushing power drop, back-breaker or my favourite where your wrestler climbs onto the top rope and leaps on his hapless opponent.

All this takes its toll which is represented by a shrinking energy bar on the side of the screen which turns red when the end is near.

Although the gameplay is all here the action seems slower than the other versions and the graphics are a poor shadow of both the Amstrad and C64 versions with the wrestlers mere silhouettes on a colour background. Although this is unavoidable due to the Spectrum attribute problems it does distract from the enjoyment of the game. **T.H.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●● |
| Use of machine | ●●● |
| Value for money | ●●● |

STAR RATING ○

Bright Star

---

| | |
|---|---|
| **Title:** | **Tennis 3D** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Activision (origination: Loriciels)** |
| **Price:** | **£9.95** |

With Wimbledon in the news, now is a good time to start thinking about tennis simulations/games. And Activision have brought over this game from the French company Loriciels.

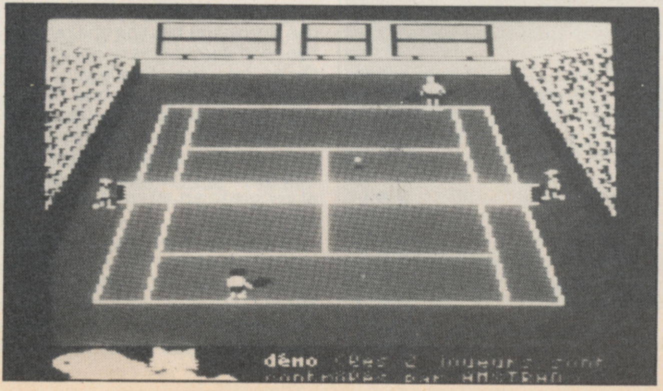
Since 'Pong' was released (and I'm talking about video games here), which is generally regarded as the first ever video game. Tennis games have come a long way. A few years ago Match Point from Psion and Atari Tennis made big splashes with games that actually resembled tennis rather than just the disembodied bats playing to themselves.

The Activision game is played in full 3D perspective with a full crowd in attendance and a couple of umpires. The main feature of the game is the number of options. As well as all the usual combinations you can select automatic or manual play.

Automatic play is very similar to Pong in that you just get near the ball and the computer takes care of actually hitting it. In manual mode, however, you have to get to the ball at a time where you could realistically hope to reach it, and then press fire to return the ball.

As you might expect, the automatic method has its advantages, but in manual mode there is a lot more that you can actually do to the ball in the way of positioning it so that your opponent is likely to miss it. However, when playing the computer the skill needed to control the ball properly means that it is difficult to get a single point from the damn thing.

A very good game, you can't do much to liven up a game like this, but Loriciels have tried their best. **M.R.**



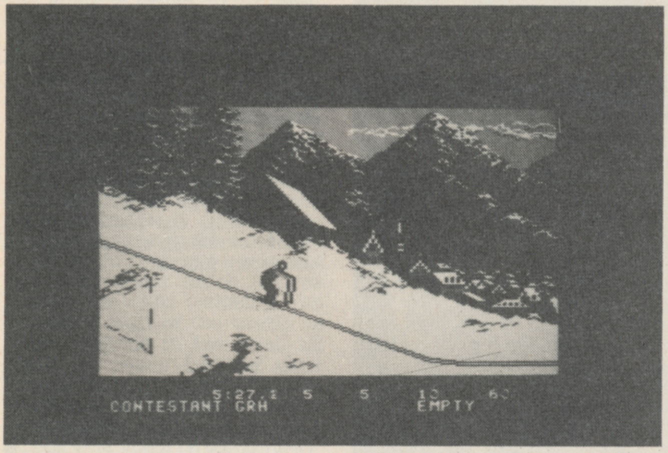
PLANET RATINGS

| | |
|---|---|
| Originality | ● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●● |

STAR RATING ○

Bright Star

| | |
|---|---|
| **Title:** | **Winter Games** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **US Gold** |
| **Price:** | **£9.95** |



Releasing a conversion of a game called Winter Sports in the Summer isn't going to win US Gold any topicality awards but it may please some Amstrad owners who have been waiting patiently since November for their turn on the slopes.

Seven gruelling events are supplied in a twin cassette pack and the first drawback is that only two events can be loaded in at any one time. Once there in the computer you can practise either of them and then compete against up to three other human contestants. There are world records to be beaten for each event but since you can't update them they will stay there long after you've beaten them.

Enough of the grumbles onto the first of seven events, the bobsled.

The object of this event is simply to steer your bob down a course as quickly as possible. This is a lot harder than it sounds as you will have to navigate some tight bends. These are displayed in 3D as you hurtle down the ice and as part of a plan of the course on the left hand side of the screen. As you charge down the course you can steer the sled only left or right which you must do to stay in the centre of the track. Go too far up a bank and you'll tip over and your run will come to an acrobatic end.

Acrobatics are the name of the game in the next event the curiously named Hot Dog Ariel.

Your turn starts at the top of a mini ski-jump which you leap off. However before you land (hopefully on your skis) you have to perform as many acrobatic leaps and splits as possible to get as close to the maximum score of 10 as possible.

Turning the tape over loads in two more events. The first, speed skating, is a simple left/right waggle to the finishing post whereas the ski jump is an attempt to leap as far as possible with marks being awarded for distance jumped and style points which are earned for how well you kept your skis straight (corrected by joystick movement) and, of course, for a good landing.

Figure skating and freestyle skating are two similar events which can be found on the first side of the second tape. Both are a test of skill in which you must use timed joystick movements to perform spins and jumps without falling. At first you'll spend most of the 1 or 2 minutes flat on the ice but soon you'll be performing camel spins, double and treble lutz and axel jumps with the best of them.

Finally if you've enough energy left you can compete in the final biathlon. This is a gruelling combination of cross country sking and rifle shooting that will leave your joystick in ruins. To score well not only do you have to complete the course as quickly as possilbe you have to hit all twenty targets since each one missed incurs a heavy time penalty.

This Amstrad conversion of the excellent Winter Games actually fetures graphics (particularly the background) that are better than the original C64 game.

Well done US Gold, now what about Summer Games and Summer Games II. **T.H.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

STAR RATING

Nova

| | |
|---|---|
| **Title:** | **International Matchday** |
| **Computer:** | **Spectrum 128K** |
| **Supplier:** | **Ocean** |
| **Price:** | **£9.95** |

International Matchday is an improved and generally revamped version of Matchday released to take advantage of the extra facilities offered by the 128K Spectrum.

Naturally the gameplay remains the same with the matches being played on a 3D display. You control one player while the computer moves the others. The player graphics could have been improved as they seem to amble around the pitch. This is obviously due to the heat and altitude of Mexico. One difference though is that when the ball is passed (by either side) control automatically transfers to your nearest player where the ball will land even if that player is off the screen!

You'll notice the first improvement when you score a goal as the display swaps to a view of the crowd cheering. The next difference is that you'll hear them cheer as well. In fact they are a particularly noisy crowd as they cheer throughout the game, especially loudly whenever a goal is scored or a good pass is made.

As in most football games you'll find yourself losing your first games so it's nice to see the inclusion of a handicap system by which you can give yourself (or your computer or human opponent) a lead from anything up to 99 goals!

Finally additional options allows you to play out the World Cup from quarter finals as well as define team colours and computer opponent skill levels.

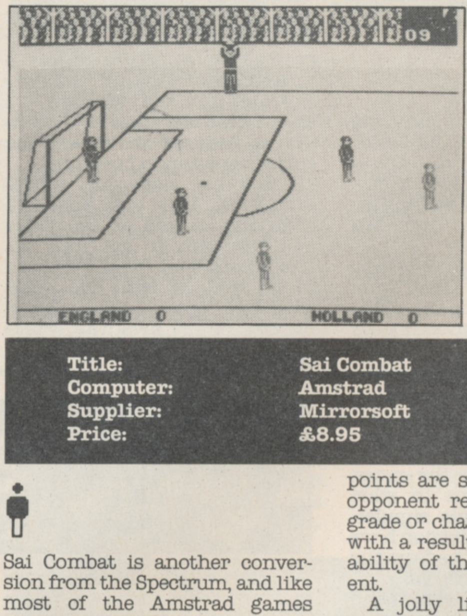
A good enhancement of the original Matchday that shows exactly what the 128K Spectrum is capable of doing — better graphics, added sound and the memory to add features that make the game excellent value for money. **T.H.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●● |
| Graphics | ●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

STAR RATING

Red Giant



| | |
|---|---|
| **Title:** | **Sai Combat** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Mirrorsoft** |
| **Price:** | **£8.95** |

Sai Combat is another conversion from the Spectrum, and like most of the Amstrad games coming out at the moment, it is better thanthe original.

The gameplay is the same as the Spectrum but the characters are somewhat more colourful than on the Spectrum. Sai Combat is based on one of the Japanese martial arts. This one is based around a quarterstaff-style combat system where you can punch, kick and stab sticks at people in an attempt to realise your score.

The game is set in a competition-type format with one player fighting against another — either computer of player driven. Joystick or keyboard is used to go through these moves and points are scored. Defeating an opponent results in a raise in grade or change in belt colour — with a resulting increase in the ability of the computer opponent.

A jolly little game, but of limited appeal perhaps now that the martial arts craze has died down slightly. Otherwise a slight derivative of the usual run-of-the-mill type of game that these combat games usually are. **M.R.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●● |
| Graphics | ●●● |
| Use of machine | ●● |
| Value for money | ●● |

STAR RATING

White Dwarf

# WAR Games

### Martin Croft rounds up the best in computer wargaming

A proper wargame is a simulation of a single battle, a campaign or a war — and the emphasis is on the word simulation. It is an attempt to present the player with exactly the sort of strategic and tactical problems that would face a military or political leader. On a basic level, this can mean simply how best to deploy your troops to attack an enemy position; on a more complex level, you will have to make decisions about, for example, how much of your limited resources to devote to a particular attack or campaign, or whether to give up the initiative in one place in order to be able to make a stronger push in another.

The first real computer wargame to reach this country was an American game called Eastern Front, written for the Atari by Chris Crawford (of whom, more later). It ran on the Atari 400 and 800 computers (remember those?) and it was a recreation of the opening stages of the German invasion of Russia in 1941 — Operation Barbarosa. The player controlled the Germans, and the objective was to do better than they did historically against the computer operated Russian forces. The playing area was a scrolling map of European Russian, across which the units moved. Put the cursor over a unit, and you could get information on its type, strength, and condition; you could then give it orders (assuming it was German). It was an excellent game, and very difficult to win: the only problem with it was the price — when first released in the States it cost something ludicrous like £30, and when it arrived in this country it went for around $15.

After Eastern Front, we began to see a lot more wargames; at first they were mostly American titles imported into the UK, but later people began writing for the Spectrum and the BBC. Of course, in the last 18 months or so, titles have been released for the Amstrad micros, as well as home grown Commodore 64 programs, and we've also seen the rise of US Gold and other companies which specialise in the publishing of American titles under licence inthe UK at far more competitive prices.

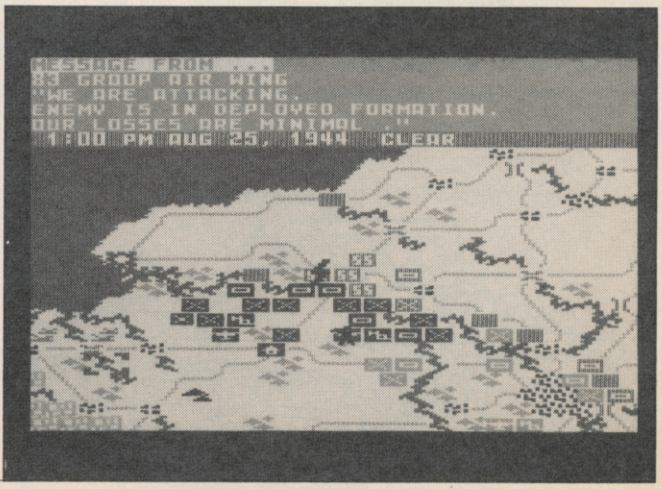
Let's take a look at some of the titles which are still available.

Right at the moment, US Gold has four excellent wargames on offer, two from MicroProse and two from SSI (Strategic Simulations Incorporated).

The MicroProse games are Crusade in Europe (C64, Atari) and Decision in the Desert (C64, Atari). CIE is a strategic level game of the events which followed the D-Day landings — the breakout from the bridgehead, the encirclement of the German forces inthe Falasie pocket, the drive on Paris and the Rhine and so on. Great stuff, although there may be a slight problem with the victory conditions: you can capture Paris way ahead of the histroical date, and, if you haven't destroyed enough German units, still lose.

Decision in the Desert is basically El Alamein: another great game, although the Germans do tend to get a bit pounded by Allied air raids.

Knights of the Desert is SSI's North African campaign game, and covers a rather wider time span than Decision, starting well before El Alamein. Tigers in the Snow is the Battle of the Bulge, the last great German offensive of the Second World War, an attempt to break through the 'Allied armies at their weakest point, drive on the channel ports and repeat Dunkirk, only without the miracle.



```
MESSAGE FROM ...
83 GROUP AIR WING
"WE ARE ATTACKING.
ENEMY IS IN DEPLOYED FORMATION.
OUR LOSSES ARE MINIMAL ."
 1:00 PM AUG 25, 1944   CLEAR
```

**Crusade in Europe**

Maybe you can do better than the Germans did!

US Gold will also be releasing a number of modern wargames from SSI under the general title of When Superpowers Collide. These are Third World War games, each one looking at a different theatre of operations. The first to be out will be Germany 1985, followed by RDF 1985 and Baltic 1985. Let's hope they get them out before 1987! Germany is obvious — Soviets go for Norway: RDF stands for rapid deployment force, and presumably covers the Persian Gulf and the Eastern Mediterranean.

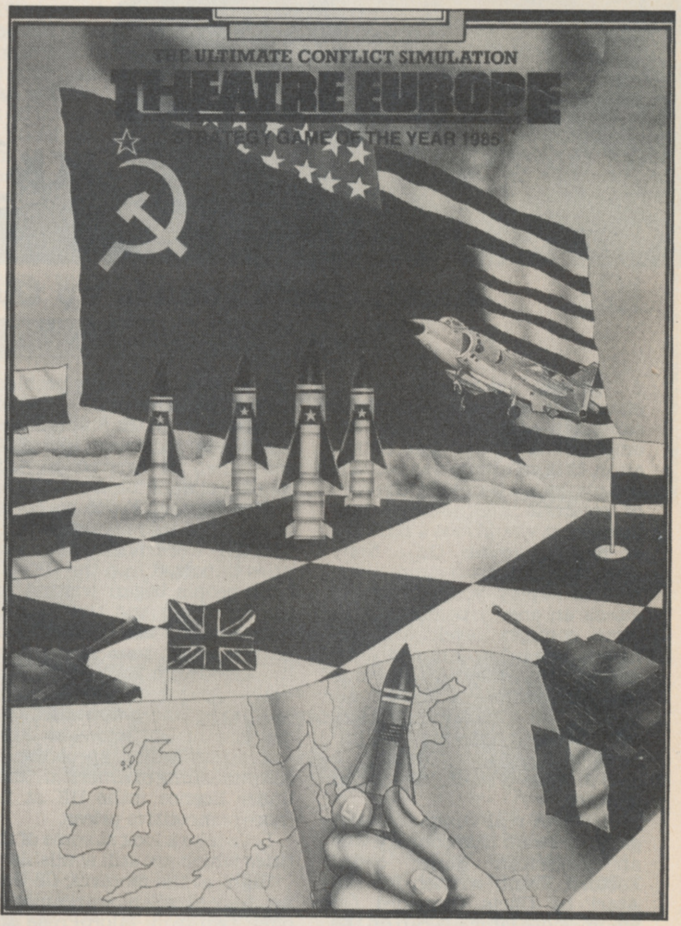
# WAR Games

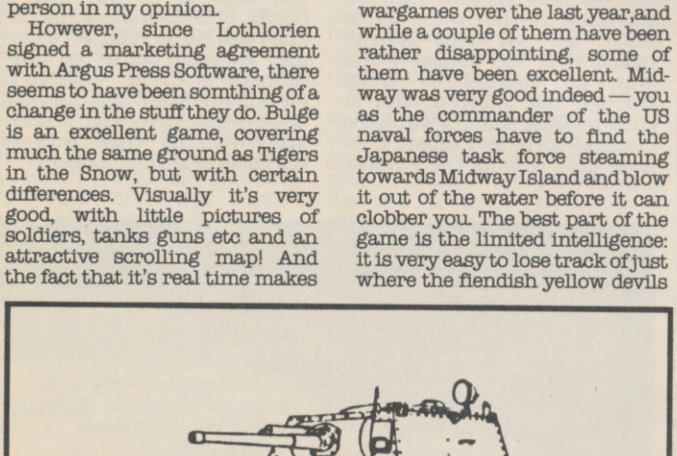
Before moving away from US Gold, a brief mention of two deleted titles you may still be able to find: Battle for Normandy, cover the actual D-Day landings, and Combat Leader, a strategic level game which put you in command of a squadron of tanks. Both were excellent games, and if you can find them in your local software shop then snap them up.

One of the first companies to write wargames for the Spectrum and BBC was Lothlorien. Their games were always very complex, but unfortunately rather dull. For one thing, they tended to be two player games, and there are few things more likely to lead to terminal boredom than having to not watch a screen as your opponent input orders for up 40 or 50 units. The great attraction of the games US Gold publish is that most of them give you the option of playing against the computer, which is far more fun than playing a real person in my opinion.

However, since Lothlorien signed a marketing agreement with Argus Press Software, there seems to have been somthing of a change in the stuff they do. Bulge is an excellent game, covering much the same ground as Tigers in the Snow, but with certain differences. Visually it's very good, with little pictures of soldiers, tanks guns etc and an attractive scrolling map! And the fact that it's real time makes it very challenging indeed. Apparently, it is to be followed soon by Trireme, a game of ancient naval warfare in the Mediterranean, and Johnny Reb II, an updated version of an eralier game, with improved graphics and a scrolling map — Argus is hoping to market the latter game in the States, where they say Bulge has had considerable success. Also on the cards from Lothlorien via Argus are Cavaliers and World War One. In addition, you can apparently still get some of the Warmaster series of games directly from Lothlorien, so why not write off for a catalogue? My only real objection to them is that I don't like two player computer wargames, and that's probably because I don't have any friends to play with (sniff), so if you like the challenge of playing a real person the Warmaster games could be ideal for you.

PSS has released a number of wargames over the last year,and while a couple of them have been rather disappointing, some of them have been excellent. Midway was very good indeed — you as the commander of the US naval forces have to find the Japanese task force steaming towards Midway Island and blow it out of the water before it can clobber you. The best part of the game is the limited intelligence: it is very easy to lose track of just where the fiendish yellow devils are, and if that happens you're sunk — literally. Theatre Europe is another excellent game — a strategic level simulation of the Third World War in Europe, with the NATO forces desperately trying to hold back the Red Tide until reinforcements can arrive to turn the tide. It has everything, including nuclear options — but be warned, to win the game you have to do only so well: on one occasion, I'd all but wiped out the Warsaw pact forces and the British Army of the Rhine had taken Warsaw and was advancing into Byelorussia when Zowie! Armageddon. You can play either side, two player or against the computer.


THE ULTIMATE CONFLICT SIMULATION
THEATRE EUROPE
STRATEGY GAME OF THE YEAR 1985



Iwo Jima (US invasion of a Japanese Pacific island) and Falklands 82 (Maggie's Finest Hour) were definitely not up to scratch, but Battle of Britain (self evident) was better than average. We're promised two new titles soon from PPS — Bismarck, which recreates the hunting of the German battleship and will, I understand, include the same sort of limited intelligence rules that made Midway so good, and Tobruk, which covers the siege of the fortress of Tobruk, the fall of which was one of the worst disasters to hit the Allies during the — you've guessed it — North American Campaign.

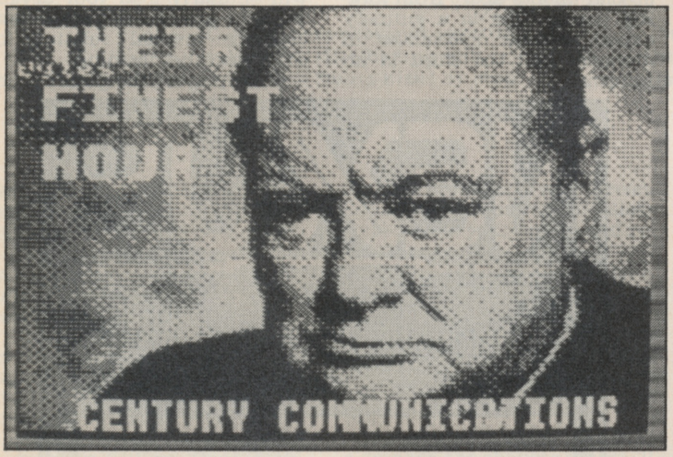
Another company which has begun to make a mark for itself with two superb wargames for the Spectrum (later converted to the Amstrad) is Cases Computer Simulations (CCS). Arnhem covers the same ground as the epic film A Bridge Too Far — the gallant ill fated attempt by British, American and Polish paratroops to seize the bridges over the Rhine at Arnhem, and hold them until an Allied relief force could blast its way through the German lines. Excellent, and visually superb as well: it just shows what can be done with the Spectrum — and it includes a computer opponent as well. The other great wargame CCS does is Desert Rats — oh no, I hear you cry, not another North American Game! Well, in a word, yes. And brilliant it is too, again considering the restrictions of the jolly old Spectrum.

The programmer who wrote Arnhem and Desert Rats is working on another title for CCS at the moment, which is likely to be launched in September. Apparently it is to be a logical sequel to Desert Rats, which should mean either the Tunisian campaign, with Operation Torch and the final defeat of Rommel's

Afrika Korps, or perhaps the invasion of Sicily or mainland Italy. meanwhile, CCS has another wargame set for release soon, which will cover the Forst World War. No more information than that, though I would suspect it's more likely to be Eastern Front than Western, as the German victories at Tannenberg would lend themselves to a more interesting game than the slog in Flanders — but that's only my opinion.

CCS also has a number of other wargames, none of which really compare to the two mentioned above, but solid worthwhile stuff anyway.

Century Communications, the software arm of Century Books, is better known for its involvement with Multi User Dungeon. Anyway. Their Finest Hour is an excellent simulation of the Battle of Britain, which makes very good use of windowing techniques on the Spectrum, and includes pictures of Churchill. If you don't do well enough, he fires you! It's designed by Nicky Palmer, a man who has had a distinguished career in more conventional board games and play by mail games. He is working on a new game right now, in collaboration with the people who programmed the Fourth Protocol, Lambshead and Patterson; it's a game called Blitzkreig, and apparently you control the panzer armies and have to bring Europe under your heel. Makes a change from the desert sands, anyway . . .



Finally, there's Balance of Power, which is published in this country by Mirrorsoft. Written by Chris Crawford (remember him?), you are either the President of America or the Chairman of the Politburo: you have to take on the other Superpower in a political, economic and — possibly — military struggle that uses the whole world as a board. You have money and armed forces which you can commit to something like 50 different countries. Before doing so, you can get a status report which will tell you everything you need to know — government type, who it's allied with, how strong the government is, how much money you're putting in at the moment, whether you've got troops there, whether there's a guerilla movement and much more. It it's hostile to you, then you can try and subvert it or overthrow the government by supporting the rebels: if it's friendly to you, then you want to support it.

Having made your decision, the computer gets a chance to challenge it. This is more than half the fun of the game. let's say you've decided to comit $1 billion to Zaire: those commies send you a curt little note challenging your intentions. Do you meekly give in? Like hell — you reject their interference in your god given right to buy up other people's real estate. Another communication arrives, and now the stakes are higher. Whoever backs down will lose a certain number of prestige points — only a handful now: but go another round, and you'll find the stakes have upped to 20, 30 or maybe 50 points: and you're at Defcon 3. The Russians could take Then 2. Then 1 — and the last message you'll ever receive is "our reply is coming over the North Pole."

Yes, you've caused Armageddon, and incidentally lost the game. Of course, if you chicken out all the time, then life on earth will be safe — but the globe will be painted Bolshie red, or swimming in Coca Cola, depending on which side of the table you were sitting.

You also get the chance to challenge what the computer wants to do: so the game is very similar to poker, but with higher stakes.

And if the Russian messages start being couched in aggressive language like "capitalist warmongers" you'd better start thinking whether Zaire is really worth it. But don't forget, the computer could be bluffing.

Balance of Power is, quite simply, the most complex and challenging game I've yet seen: it is a masterpiece of programming and game design, and it's hardly surprising that it took Chris Crawford two years to create. The only drawback? It runs on the Apple Mackintosh. Maybe if you're lucky, someone will convert it — for, say, the Atari 520ST or the Amiga. What about the Spectrum, you cry? Forget it.

ocean

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# ·NEXUS·

| | |
|---|---|
| **Title:** | Nexus |
| **Computer:** | C64(Ams,Spectrum coming soon) |
| **Supplier:** | Nexus Developments Ltd |
| **Price:** | £9.95 cassette, £12.95 disk |

Last time I woke up on a beach I may have been dreaming of racing down endless corridors, desperately searching for an elusive goal as faces loomed out of the mist. Such things are the substance of nightmares, but to Nexus Productions they are the basis for a truly excellent game.

The action is set in the South American country of Columbia where a drugs ring has kidnapped your friend Tayo. As a journalist for the The Clarion your dual aims are to rescue your friend and expose the ring, aided and abetted by NEXUS.

The editor has passed you a file which contains 32 rumours which must be confirmed by penetrating their HQ's defences assisted by friendly undercover agents known collectively as the NEXUS group.

The start of the mission finds you receiving your briefing as you speed through a subterranean cavern beneath the HQ complex. Arriving on terra firma once more you pass out on the beach. When you awake you are met by a NEXUS agent. Here my observations put me at odds with the instructions. I was expecting to meet Tony but I actually met Wendy according to the digitsed indentipicture. Ushered to use the lift to go down a floor, I was then met by Clive who showed me one of the blue terminals which can be used to locate a particular agent wherever they might be in the complex.

Each floor of the building requires a pass of a different colour to allow access without attracting too much attention from the guards. The only way to get a pass is by finding one of the agents with forging abilities who will happily allow you to chose one of any colour. This often leads to a problem. To reach the floor of your chosen pass means running the gauntlet across other passageways which are forbidden to you and a fight is in the offing.

Control of the character on the screen is via a series of joystick selectable menus. This allows your character to have two basic modes, passive and active. In the passive mode you can check how your getting on, greet a member of NEXUS or arm yourself for combat. Active mode allows you to move around the complex or to fight the enemy.

Knowing who your enemies are is half the problem, and it isn't entirely sovled by the indentification system. When an agent walks onto your screen the digitised picture of a real person appears in one of the two character windows. If you do not greet them immediately and your pass is the wrong colour, an attack can be expected. Another way to annoy your friends it to try to kill them. For some reason this seems to uset them slightly.

The complex is peppered with doorways leading to rooms whch may be searched for clues to the rumours. When I say that there are 128 of these to collect and that not all of the rooms contain clues, you can get a good impression of the size of the complex. Each floor is linked by a lift system but each lift only connects with certain other levels. Part of the skill of the game is to arrive on a particular floor with a suitably coloured pass.

Occasionally a room will contain something really useful. A stun gun or a cache of grenades adds a bit of extra muscle to your formidable karate skills. Neither of these weapons will kill but they can knock the enemy senseless and buy the necessary time to effect your escape.

Other rooms contain the blue terminals but more importantly you must find the editing suite and the communications room. With the aid of an editing computer you can sort out the rumours into a phrase which can then be transmitted back to your newspaper.

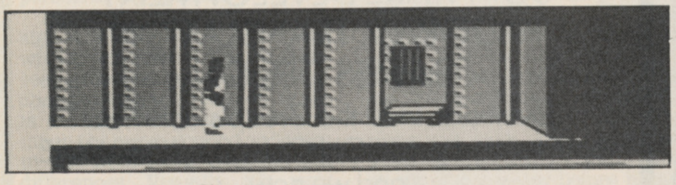
If you get weakened by attacks you're liable to be captured and thrown into a cell. Most times you will be released by a friendly agent but you may find that your rescue cannot be attempted and the mission has failed.

Three of the agents have special talents apart from forging passes. One is a gunnery expert, another specialises in grenades and the third is an informer.

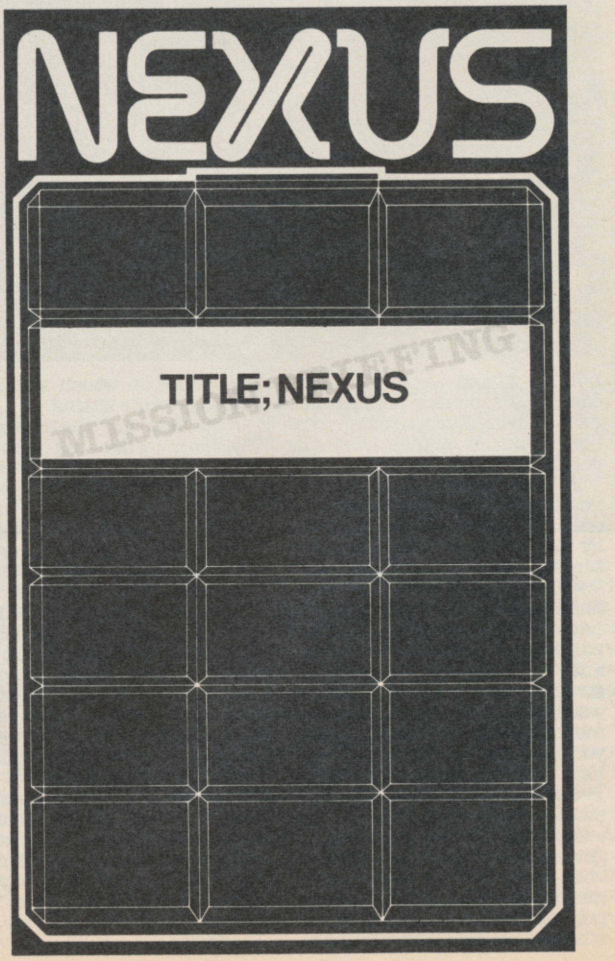
Paul, the informer, wanders knowledgeably around the building. He knows the location of each and every clue but his help is of more use towards the end of the search when the rooms containing the missing clues are few and far between. He has to be told the clue number and which row of letters is missing. All he will tell you is that the location has been placed in your locator. This is a diamond of four arrows which light up to give a bearing on the object or person you wish to find. Although the indictor points straight at your objective, the path you must take is often circuitous and dangerous.

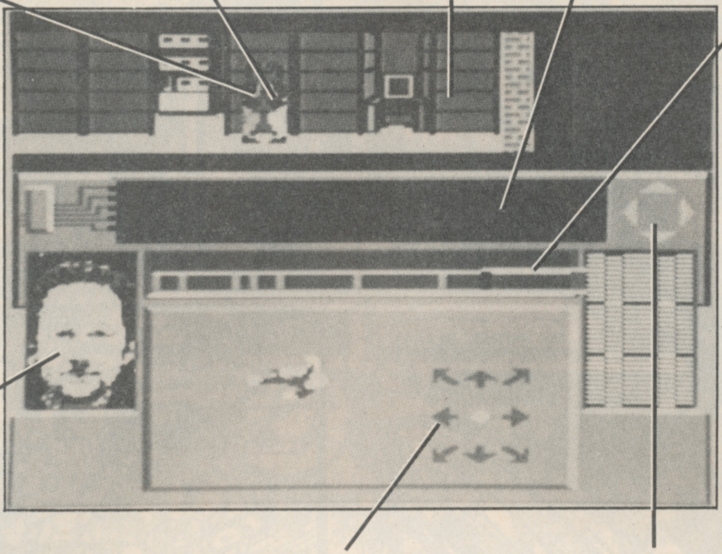
The other weapons experts will similarly load your device with the location of the nearest weapons arsenal relating to their specialist training.

When playing the game I soon



**In a prison cell .... Nexus may rescue you.**




Play area showing a terminal room.
Instructions or orders from game charachters can be displayed in the text window.
You - ace reporter for the Clarion newspaper.
Radar that shows charachters just outside your field of view.
Nexus agent.
Windows show digitised pictures of Nexus members.
Display area previews joystick selections (fire button will produce a flying kick) or map of complex.
Indicator lights show direction of person or location you are looking for.

found that the best floor to explore was the one you are guided to by the NEXUS team. On this floor anything goes, unless you attack one of the guards. It is one of the few floors where pass colour has no bearing.

The next most useful location is the sixth floor which is the only one to run the full length of the building. You definitely need the correct passes for this floor if the guards reaction is going to be a friendly 'Hi' or 'Good luck'. Otherwise you will be told 'Halt', 'You're dead meat' or some other delicately threatening phrase.

If the going gets tough the options are few. Stand and fight if you want to risk a trip to hospital, use a weapon, or hide in one of the rooms. The latter is preferable when the word 'Exhausted' appears on your screen. Resting in a hideaway will allow you to catch your breath and re-enter the fray.

I found the grenades to be a most effective device when the battle gets really rough and you find yourself outnumbered. The grenade stuns everyone in sight, giving you a chance to escape before they all regain concious-ness.

If you're not prepared to throw a grenade, the chances are you'll wake up in jail. If you're mission is not terminated the other cells can harbour clues and there is often a NEXUS agent at hand to change your pass. The only problem is that each time you are captured you lose all of your weapons and any clues which have not been entered into the editing terminal Consequently, it's best to return to the terminal as soon as possible after raiding a floor.

The terminal is used to sort the letters into an answer to one of the 32 questions listed in the instructions. Each solution is ranged across four rows of letters which form every fourth letter of the phrase. When sorted correctly the colour of the background changes as an indicator.

Occasionally you may meet Tayo but don't expect a warm welcome. He is guarded by the best guards and even he will try to attack you unless you're quick to greet him. If you want to complete the full mission then run away to find him another day. The alternative is to rescue him and make for the underground beach as fast as possible.

The screen is split into several action areas. The tops quarter shows your reporter in his current location and underneath is a 'Defender' style radar view of the rest of a wider area showing only the location of enemies (white squares) and doorways (grey squares). Sandwiched between the radar and the animated play area is a screen for displaying communications from the other characters in the adventure.

The animation is very lifelike and I especially enjoyed the battle scenes (Exploding Fist in miniature). It's a pity that more thought was not given to masking out characters who seem to be practicing levitation beyond the end walls of a corridor. Very disconcerting.

This is one of the most intriguing games since Impossible Mission. It has more excitement than 'V' and challenges the brain much more than the more pedestrian marshal arts games. Even the packaging is different. A pale grey plastic case marked NEXUS fastened by a black clip makes it look like a document case suitable for a high level spying mission.

What does NEXUS stand for? Your guess is as good as mine but it certainly means hours of enjoyment on your Commodore 64.

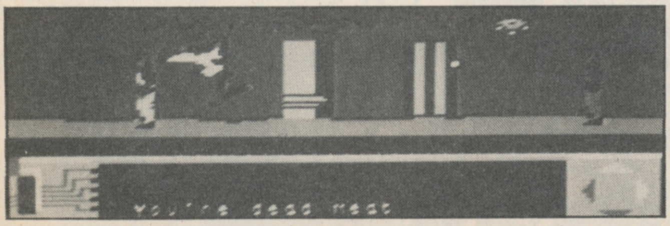
**J.G.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

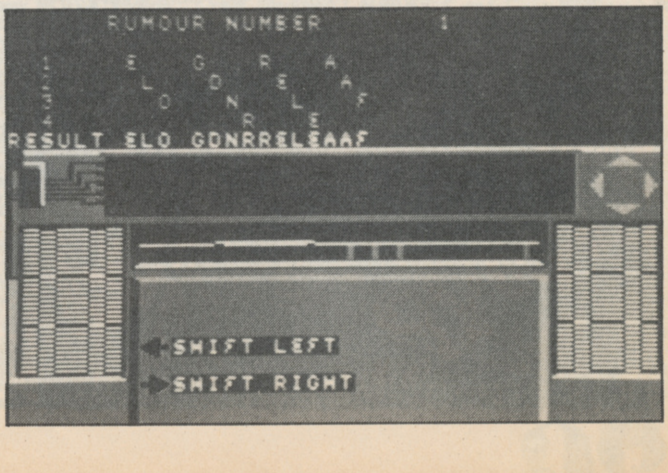
STAR RATING ☼

Nova



```
you're dead meat
```

'You're dead meat!'



```
    RUMOUR NUMBER            1

1    E   G   R   A
2     L   O   E   A
3      O   N   L   F
4       R   E
RESULT ELO GONRRELEAAF
```

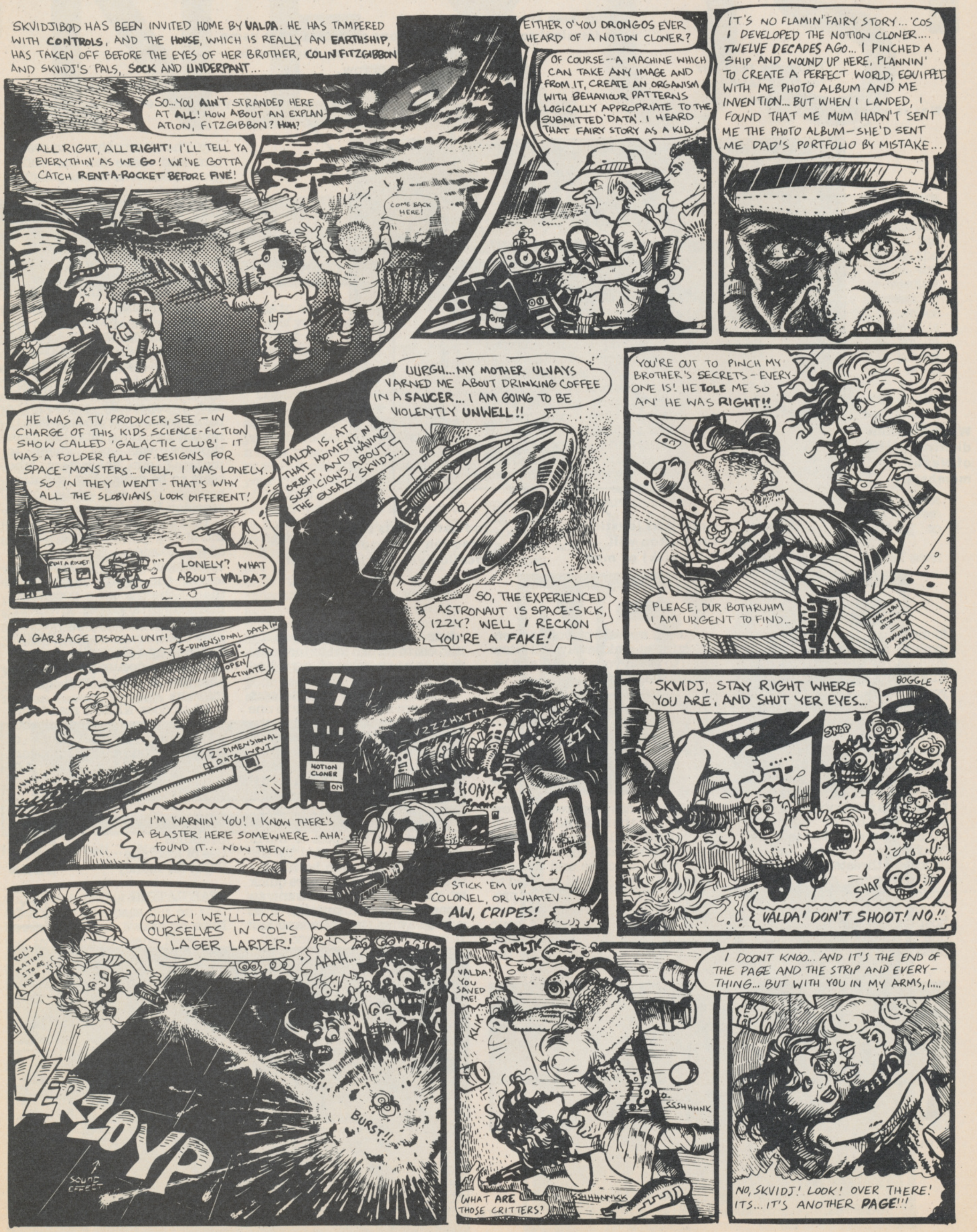
SHIFT LEFT
SHIFT RIGHT

Solve the puzzle to find the answer to one of 32 rumours.

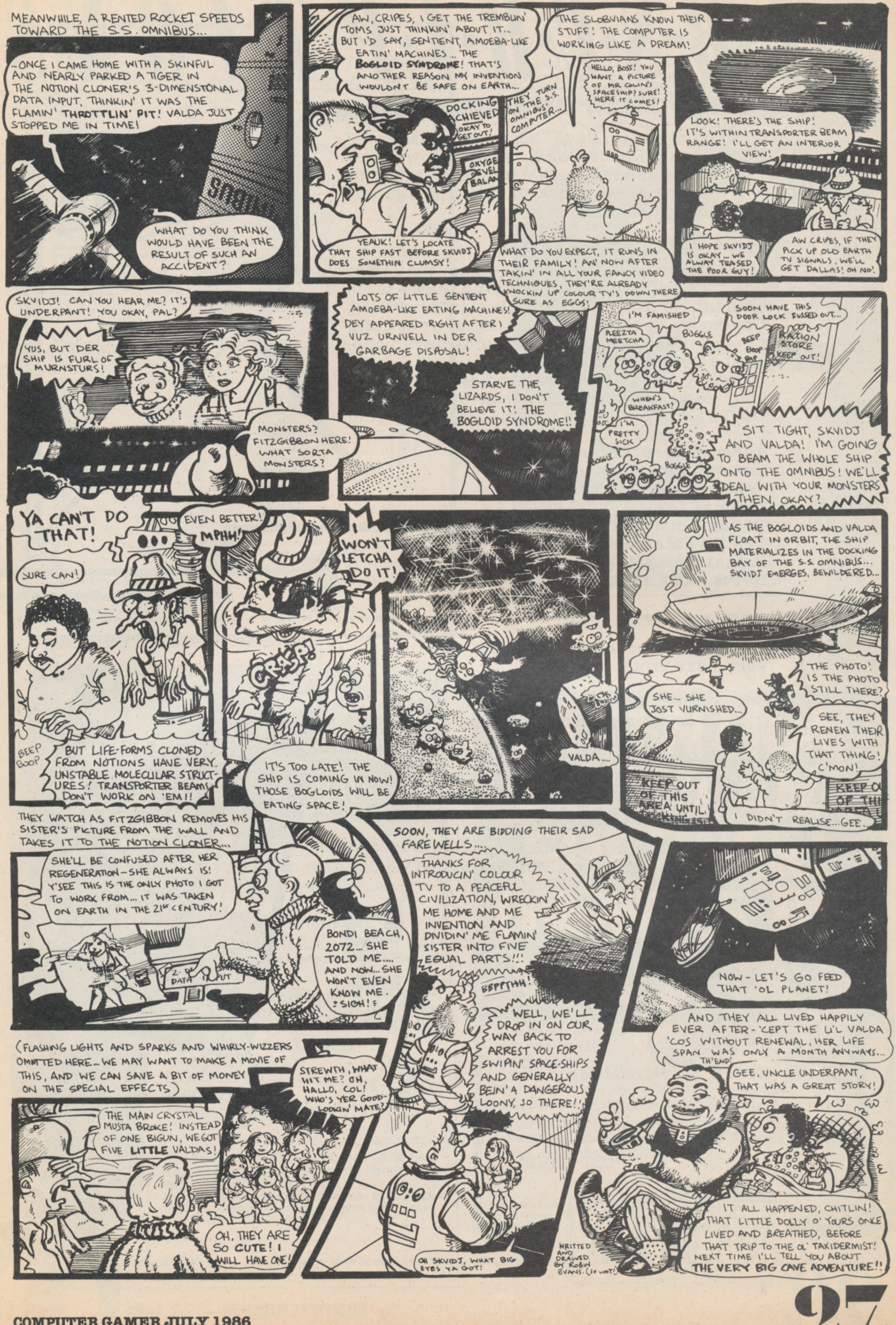
CRL COMICS'

# SPACE DOUBT

ENTRY 6: CONCLUSION CITY, OR: "HOW COME ALL THE EPISODES DON'T GOT SUB-TITLES?"



SKVIDJIBOD HAS BEEN INVITED HOME BY VALDA. HE HAS TAMPERED WITH CONTROLS, AND THE HOUSE, WHICH IS REALLY AN EARTHSHIP, HAS TAKEN OFF BEFORE THE EYES OF HER BROTHER, COLIN FITZGIBBON AND SKVIDJ'S PALS, SOCK AND UNDERPANT...
SO... YOU AIN'T STRANDED HERE AT ALL! HOW ABOUT AN EXPLANATION, FITZGIBBON? HUH?
ALL RIGHT, ALL RIGHT! I'LL TELL YA EVERYTHIN' AS WE GO! WE'VE GOTTA CATCH RENT-A-ROCKET BEFORE FIVE!
COME BACK HERE!
EITHER O'YOU DRONGOS EVER HEARD OF A NOTION CLONER?
OF COURSE -- A MACHINE WHICH CAN TAKE ANY IMAGE AND FROM IT, CREATE AN ORGANISM WITH BEHAVIOUR PATTERNS LOGICALLY APPROPRIATE TO THE SUBMITTED 'DATA'. I HEARD THAT FAIRY STORY AS A KID.
IT'S NO FLAMIN' FAIRY STORY... 'COS I DEVELOPED THE NOTION CLONER.... TWELVE DECADES AGO... I PINCHED A SHIP AND WOUND UP HERE, PLANNIN' TO CREATE A PERFECT WORLD, EQUIPPED WITH ME PHOTO ALBUM AND ME INVENTION... BUT WHEN I LANDED, I FOUND THAT ME MUM HADN'T SENT ME THE PHOTO ALBUM – SHE'D SENT ME DAD'S PORTFOLIO BY MISTAKE...
HE WAS A TV PRODUCER, SEE – IN CHARGE OF THIS KIDS SCIENCE-FICTION SHOW CALLED 'GALACTIC CLUB' – IT WAS A FOLDER FULL OF DESIGNS FOR SPACE-MONSTERS... WELL, I WAS LONELY... SO IN THEY WENT – THAT'S WHY ALL THE SLOBVIANS LOOK DIFFERENT!
RENT A ROCKET
LONELY? WHAT ABOUT VALDA?
UURGH... MY MOTHER ULVAYS VARNED ME ABOUT DRINKING COFFEE IN A SAUCER... I AM GOING TO BE VIOLENTLY UNWELL!!
VALDA IS, AT THAT MOMENT IN ORBIT, AND HAVING SUSPICIONS ABOUT THE QUEAZY SKVIDJ...
SO, THE EXPERIENCED ASTRONAUT IS SPACE-SICK, IZZY? WELL I RECKON YOU'RE A FAKE!
YOU'RE OUT TO PINCH MY BROTHER'S SECRETS – EVERY ONE IS! HE TOLE ME SO AN' HE WAS RIGHT!!
PLEASE, DUR BOTHRUHM I AM URGENT TO FIND...
A GARBAGE DISPOSAL UNIT!
3-DIMENSIONAL DATA IN
OPEN/ACTIVATE
2-DIMENSIONAL DATA INPUT
I'M WARNIN' YOU! I KNOW THERE'S A BLASTER HERE SOMEWHERE... AHA! FOUND IT... NOW THEN..
VZZZHXTTT
NOTION CLONER
ON
HONK
ZZT
STICK 'EM UP, COLONEL, OR WHATEV... AW, CRIPES!
SKVIDJ, STAY RIGHT WHERE YOU ARE, AND SHUT YER EYES...
BOGGLE
SNAP
SNAP
VALDA! DON'T SHOOT! NO!!
QUICK! WE'LL LOCK OURSELVES IN COL'S LAGER LARDER!
COL'S RATION STORE KEEP OUT!
AAAH...
VERZOYP
SOUND EFFECT
BURST!!
FWPLJK
VALDA! YOU SAVED ME!
KLIK
SSSHHHNK
WHAT ARE THOSE CRITTERS?
SSHHHNKK
I DOONT KNOO... AND IT'S THE END OF THE PAGE AND THE STRIP AND EVERYTHING... BUT WITH YOU IN MY ARMS, I....
NO, SKVIDJ! LOOK! OVER THERE! ITS... IT'S ANOTHER PAGE!!!


MEANWHILE, A RENTED ROCKET SPEEDS TOWARD THE S.S. OMNIBUS...
...ONCE I CAME HOME WITH A SKINFUL AND NEARLY PARKED A TIGER IN THE NOTION CLONER'S 3-DIMENSTONAL DATA INPUT, THINKIN' IT WAS THE FLAMIN' **THROTTLIN' PIT**! VALDA JUST STOPPED ME IN TIME!
OMNIBUS
WHAT DO YOU THINK WOULD HAVE BEEN THE RESULT OF SUCH AN ACCIDENT?
AW, CRIPES, I GET THE TREMBLIN' TOMS JUST THINKIN' ABOUT IT... BUT I'D SAY, SENTIENT, AMOEBA-LIKE EATIN' MACHINES.. THE **BOGLOID SYNDROME**! THAT'S ANOTHER REASON MY INVENTION WOULDN'T BE SAFE ON EARTH...
DOCKING ACHIEVED
OKAY TO GET OUT.
OXYGEN LEVEL BALAN
YEAUK! LET'S LOCATE THAT SHIP FAST BEFORE SKVIDJ DOES SOMETHIN CLUMSY!
THE SLOBVIANS KNOW THEIR STUFF! THE COMPUTER IS WORKING LIKE A DREAM!
THEY TURN ON THE S.S. OMNIBUS' COMPUTER...
HELLO, BOSS! YOU WANT A PICTURE OF MR COLIN'S SPACESHIP? SURE! HERE IT COMES!
LOOK! THERE'S THE SHIP! IT'S WITHIN TRANSPORTER BEAM RANGE! I'LL GET AN INTERIOR VIEW!
I HOPE SKVIDJ IS OKAY... WE ALWAY TEASED THE POOR GUY!
AW CRIPES, IF THEY PICK UP OLD EARTH TV SIGNALS, WE'LL GET DALLAS! OH NO!
WHAT DO YOU EXPECT, IT RUNS IN THEIR FAMILY! AN' NOW AFTER TAKIN' IN ALL YOUR FANCY VIDEO TECHNIQUES, THEY'RE ALREADY KNOCKIN UP COLOUR TV'S DOWN THERE SURE AS EGGS!
SKVIDJ! CAN YOU HEAR ME? IT'S UNDERPANT! YOU OKAY, PAL?
YUS, BUT DER SHIP IS FURL OF MURNSTURS!
LOTS OF LITTLE SENTIENT AMOEBA-LIKE EATING MACHINES! DEY APPEARED RIGHT AFTER I VUZ URNVELL IN DER GARBAGE DISPOSAL!
STARVE THE LIZARDS, I DON'T BELIEVE IT! THE BOGLOID SYNDROME!!
MONSTERS? FITZGIBBON HERE! WHAT SORTA MONSTERS?
I'M FAMISHED
PLEEZTA MEETCHA
BOGGLE
SOON HAVE THIS DOOR LOCK SUSSED OUT...
BEEP BOOP BIP
RATION STORE KEEP OUT!
WHEN'S BREAKFAST?
I'M PRETTY SICK
BOGGLE
BOGGLE
SIT TIGHT, SKVIDJ AND VALDA! I'M GOING TO BEAM THE WHOLE SHIP ONTO THE OMNIBUS! WE'LL DEAL WITH YOUR MONSTERS THEN, OKAY?
YA CAN'T DO THAT!
SURE CAN!
EVEN BETTER! MPHH!
I WON'T LETCHA DO IT!
CRASP!
BEEP BOOP
BUT LIFE-FORMS CLONED FROM NOTIONS HAVE VERY UNSTABLE MOLECULAR STRUCTURES! TRANSPORTER BEAMS DON'T WORK ON 'EM!!
IT'S TOO LATE! THE SHIP IS COMING IN NOW! THOSE BOGLOIDS WILL BE EATING SPACE!
VALDA....
AS THE BOGLOIDS AND VALDA FLOAT IN ORBIT, THE SHIP MATERIALIZES IN THE DOCKING BAY OF THE S.S. OMNIBUS... SKVIDJ EMERGES, BEWILDERED...
THE PHOTO! IS THE PHOTO STILL THERE?
SHE... SHE JUST VURNISHED...
SEE, THEY RENEW THEIR LIVES WITH THAT THING! C'MON!
KEEP OUT OF THIS AREA UNTIL
KEEP OUT OF THIS AREA
I DIDN'T REALISE... GEE.
THEY WATCH AS FITZGIBBON REMOVES HIS SISTER'S PICTURE FROM THE WALL AND TAKES IT TO THE NOTION CLONER...
SHE'LL BE CONFUSED AFTER HER REGENERATION – SHE ALWAYS IS! Y'SEE THIS IS THE ONLY PHOTO I GOT TO WORK FROM... IT WAS TAKEN ON EARTH IN THE 21st CENTURY!
2-D DATA INPUT
BONDI BEACH, 2072... SHE TOLD ME.... AND NOW... SHE WON'T EVEN KNOW ME. SIGH!
SOON, THEY ARE BIDDING THEIR SAD FAREWELLS...
THANKS FOR INTRODUCIN' COLOUR TV TO A PEACEFUL CIVILIZATION, WRECKIN' ME HOME AND ME INVENTION AND DIVIDIN' ME FLAMIN' SISTER INTO FIVE EQUAL PARTS!!!
BBPPTHH!
WELL, WE'LL DROP IN ON OUR WAY BACK TO ARREST YOU FOR SWIPIN' SPACE-SHIPS AND GENERALLY BEIN' A DANGEROUS LOONY, SO THERE!
NOW – LET'S GO FEED THAT 'OL PLANET!
(FLASHING LIGHTS AND SPARKS AND WHIRLY-WIZZERS OMITTED HERE... WE MAY WANT TO MAKE A MOVIE OF THIS, AND WE CAN SAVE A BIT OF MONEY ON THE SPECIAL EFFECTS)
STREWTH, WHAT HIT ME? OH, HALLO, COL! WHO'S YER GOOD-LOOKIN' MATE?
THE MAIN CRYSTAL MUSTA BROKE! INSTEAD OF ONE BIGUN, WE GOT FIVE **LITTLE** VALDAS!
OH, THEY ARE SO **CUTE**! I WILL HAVE ONE!
OH SKVIDJ, WHAT BIG EYES YA GOT!
WRITTED AND DRAWED BY ROBIN EVANS. (SO WOT?)
AND THEY ALL LIVED HAPPILY EVER AFTER – 'CEPT THE LI'L VALDA 'COS WITHOUT RENEWAL, HER LIFE SPAN WAS ONLY A MONTH ANYWAYS... TH'END!
GEE, UNCLE UNDERPANT, THAT WAS A GREAT STORY!
IT ALL HAPPENED, CHITLIN! THAT LITTLE DOLLY O' YOURS ONCE LIVED AND BREATHED, BEFORE THAT TRIP TO THE OL' TAXIDERMIST! NEXT TIME I'LL TELL YOU ABOUT **THE VERY BIG CAVE ADVENTURE**!!

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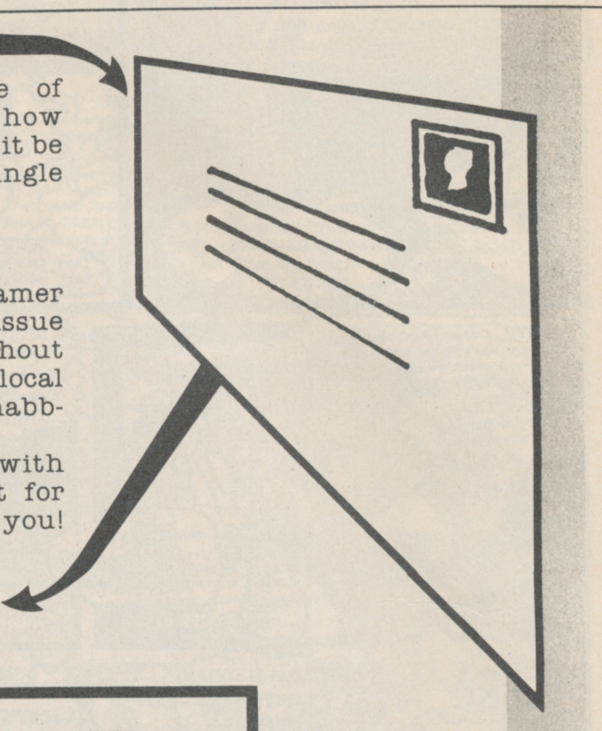

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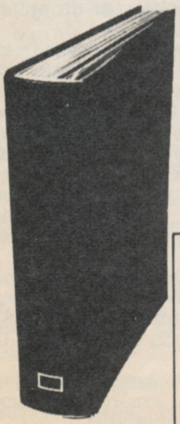

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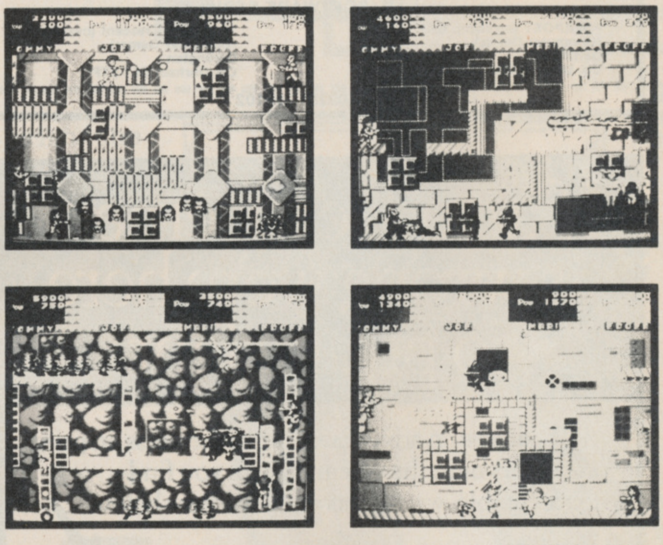

**More and more and more and more money games seem to be in vogue at the moment with the arcade operators. Not surprising really, some Gauntlet (see last month) machines need to be emptied every few hours — and they take pound coins! Mike Roberts takes a good look (and lots of money) at Quartet and Super Sprint.**

Quartet is a sort of 'Gauntlet' clone from Sega, I say 'sort of' because it is set in space! Four players can play at once, each controlling a character that can jump or fire — and a few other things depending of what equipment you have at the time.

Money can be shoved in at any point to increase your energy — sounds familiar? Yes, it plays just like Gauntlet, but the game is totally different. Instead of a plan view, the game is based on side to side scrolling landscape in space. The idea of each level is to blast the nasty robots out of existence and to recover a key from the head baddie on each level. After each level bonus points are awarded for your performance.

Also on each level are additional items of equipment, the jet pack is one of the most useful extras as (unsurprisingly) it lets you fly, which is much more convenient than all this jumping about.

As in Gauntlet the characters have different abilities — Edgar, the Mr T look-alike has a better jumping ability than the others, Lee has a gun with an extra wide beam. Joe is capable of faster movement than the others. And Mary presents a smaller target than the others and is armed with a bazooka.

The game is excessively 'more-ish' and suffers from the 'mind if I join in' syndrome as more and more people take up the game as other people drop out. In fact,the players can change a number of times as the game progresses.

The graphics are excellent and the gameplay is as superb as Gauntlet. An excellent game from Sega. Perhaps this shows the way for arcade games over the next year. Only your wildest imaginings could think up next year's hits.

Another multi-player game is Super Sprint from Atari. This features three players and three steering wheels. The game is taken from a mid-seventies game who's name eludes me for the moment, but I'm sure that you'll guess when I describe it.

The game is a racing game (what else could it be with steering wheels) with a plan view of a track and four cars (one controlled by the computer). The cars proceed to charge around the track for four laps.

On the track, however, there are a few suprises. Gates can open and close giving you short cuts. Posts can raise and lower themselves in the middle of the road. And crossroads, jumps, and bridges can't help. And on every level there is a small tornado proceding around the screen causing havoc.

Extra scores can be accrued by running over bonus flags as they appear on the screen. Crashing is rewarded by your car blowing up and a helicopter dropping a car in its place.

When you (or somebody else wins) he is given the opportunity to customise his car a bit. Options are increased, scoring, turbo acceleration, higher top speed, and extra traction (grip). These also have levels. so if you win three times and select turbo three times, your status panel will read 'Turbo 3'.

After each race you get a new circuit, and the machine seems to have an inexhaustible supply of them, each harder than the reat.

An excellent update of an old game that really gets your adrenolin going.

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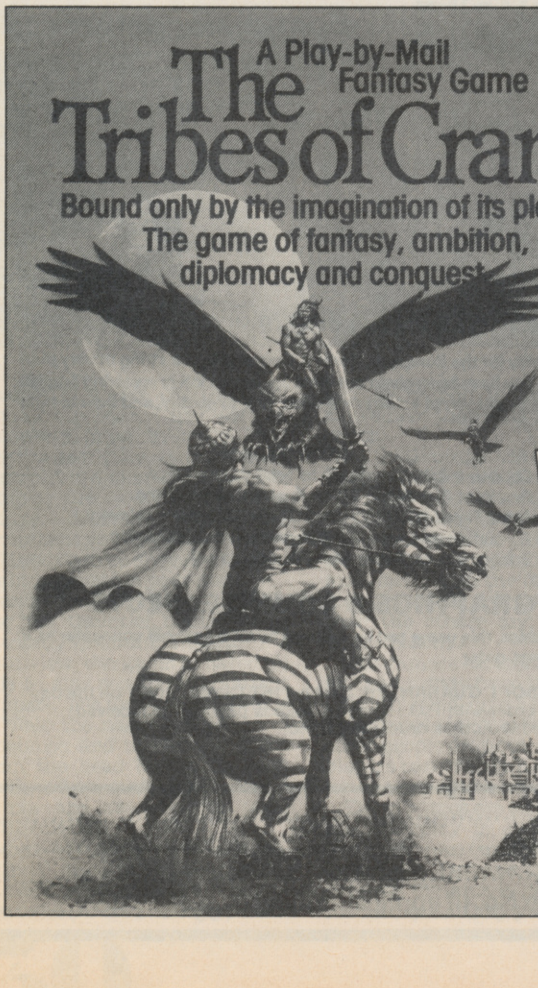
**Mike McGarry rounds up the latest in Play By Mail gaming**

# PBM UPDATE

Newsletters are one of the most important features of many postal games and they have two main purposes. Firstly the game masters can give information to the players such as rule changes, news, background stories and rumour. The second purpose, and this is probably more important is to act as a contact board for the players. One of the most enjoyable aspects of postal gaming is the diplomacy and most companies allow and encourage players to send messages via the games. This is essential for tactical purposes but of course this is always on a one to one basis. However, if you can get a message printed in the newsletter, you can be sure that it will be read by virtually everyone in the game and if you address it to a particular group or organisation you can expect lots of replies. This can be very useful to new players who wish to make a name for themselves in the game. I once put a message in the Crassimoff's World newsletter under a pseudonym and was able to con some vital information from over a hundred of my bitterest enemies.


A Play-by-Mail Fantasy Game
The Tribes of Crane
Bound only by the imagination of its players.
The game of fantasy, ambition, diplomacy and conquest

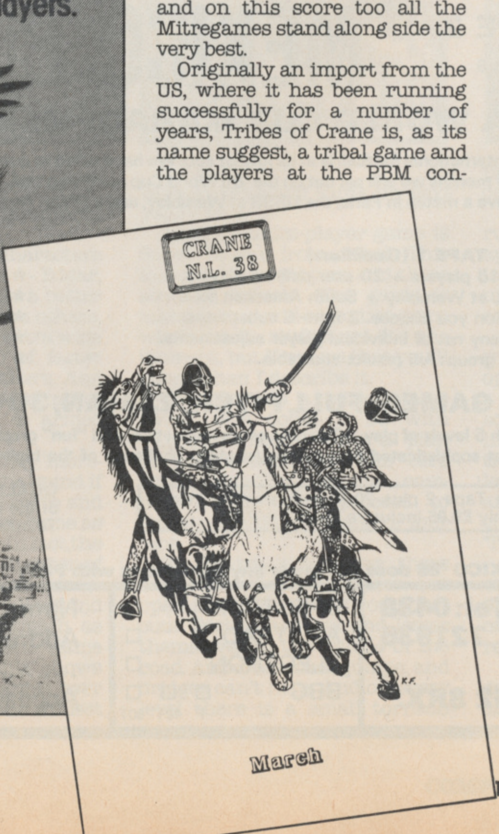
The latest Tribes of Crane newsletter is particularly interesting as it published the results of a survey conducted amongst its players. My guess is that Crane players would be representative of PBMers in general so the findings are fascinating. It seems that the average postal gamer is male unmarried and aged between 15 and 30. He owns his own computer, which is likely to a Spectrum, BBC or CBM 64 and computing is among his many hobbies which also include drinking, reading, football and wargaming. He is earning between nothing and $7,000, though 3% of players make over £15,000, and when he is not involved in the 4 PBM games in which he is playing you will probably find him re-reading his battered copy of Lord of the Rings or watching Star Trek, The Young Ones or Hill Street Blues on his TV.' If any of this sounds like you, it could be that you are a natural PBM player.

You will probably not be surprised to find that this month's featured game is Tribes of Crane, Mitregames, who run the game are one of the longest established PBM companies and without any doubt produce the most professional products on the market. Their startup packages, newsletters and stationery are of a quality that is unsurpassed by any other company. However when it comes down to it, a company stands or falls by the merits of its games and on this score too all the Mitregames stand along side the very best.

Originally an import from the US, where it has been running successfully for a number of years, Tribes of Crane is, as its name suggest, a tribal game and the players at the PBM convention voted it number one in that category. This suggests that it is more than holding its own against its younger rivals. Your tribe can be of four types; wandering tribes, war tribes, caravan merchants or sae people and you are responsible for feeding, clothing and training them as well as trying to increase their numbers and their wealth. It probably reflects the bloodthirstyness of the average postal gamer when you realise that nearly half the players decide to control war tribes. Crane is a game where war and fighting form an integral part and this is underlined by the number of organisations and cults that exist. Most games encourage players to band together but in Crane it is a necessity unless you wish to be attacked by everybody. Of course you will wish to attack someone before too long so much of your time will be spent on strengthening your tribe by training your men to be warriors and acquiring new recruits. This will be an expensive business so unless you can find some weak merchants to knock off, you will probably have to do some trading or, if you are sufficiently warlike you could hire your tribe out as mercenaries. Most of the actions tht you will want to take can be entered on the standard turnsheet game that allows the use of unlimited imagination.

My overall view is that Tribes of Crane is that it is an excellent game and one that is ideal for the novice player. The rulebook is superb and the amount of tokens, information sheets and battle reports is unrivalled in any other game that I know of, Diplomacy and alliance are of paramount importance and it is the kind of game where the time spent on the turnsheet is small compared to the time that will be expended in liaising with allies and enemies. If there is a drawback, it must be cost; each basic round costs £2.00, which is itself places the game towards the top end of the market, but in addition special actions are charged extra at a rate which depends on how much of the games master's time they take up. Consequently, a complicated battle might double the cost of the turn. Expense is obviously very important but it is worth bearing in mind that major actions take time to organise and will only happen occasionally. Most turns will only cost the standard fee and most speical actions will add only a small extra charge. I feel that even with the fairly high costs the game represents reasonable value for money.

The startup pack for Tribes of Crane is unusual as it comes in



# PBM UPDATE

IT'S A CRIME!
COCKTAILS

box similar to Monopoly or Trivial Pursuit and can be bought over the counter at games shops. The cost is £9.95 and includes the first two rounds. As a special offer to Gamer readers, if you order the box direct from Mitregames they will send it to you post free and will include an extra free round. The box itself contains a wealth of information and is useful to file away the masses of paper that would soon come your way.

Two months ago we made a special offer on Sloth Enterprises' game; Saturnalia. The response was overwhelming and sloth quickly ran out of startup packages. This actually made them rewrite their rulebook and expand it and there was some delay. However, readers who applied should now have received their packages and I hope that you are enjoying the game. The offer is still open, so if you would like to start in the game and have your first two rounds absolutely free, just write to Sloth and mention Gamer in your letter.

Another game that will be well known to many reders is It's a Crime from KJC. The game continues to expand rapidly and there are now over 2,000 players competing in three separate games. Many of you are playing the game and I would be interested in your comments and observtions. As an incentive to you all, the first Gamer reader who can prove that he has achieved mob boss level will be invited to join our playtest team and will have the opportunity to play another PBM GAME FOR FREE. It's a Crime is still welcoming new players and we have managed to negotiate a special deal for Gamer readers. Similarly with the Saturnalia offer, if you send your name and address to KJC and mention this magazine you will not have to pay for a startup and the first two rounds. Subsequent rounds work out at a modest 62½p each.

There is a lot of news from around the games this month. Gary Savage has launched his first game from the depths of wildest Suffolk. Entitled Khalinar, he describes it as utilising all the best parts of Crasimoff's World and Saturnalia. I will be playtesting the game myself and will report back later whether or not that is just an idle boast. Game one of Kings of Steel has been won by Doug Rowling, who controlled the orcs. he can now call himself a PBM superstar. The big news is that KJC are about to launch Imperium Challenge on to the UK market. Already a huge success in America, it is hard to imagine how seasoned British players will be able to resist a game that its designers claim is 'more complicated than real life'. Details are a bit vague at the moment but I will keep you informed.

One of the items that I hope to be brining you is news of PBM gatherings of 'meets' as they are generally known. They tend to be a bit short on the ground during the summer months but I am keeping to ear to the ground. Anyone who lives in the London area might be interested in the regular pubmeet that is held in a room above The George in George Street WC on the first Friday of every month.As well as a chance to meet other players there are always plenty of game masters around, particularly from Sloth, Mitregames and Spellbinder. I am usually there to so if you make yourself known to me, I would be happy to introduce you to everybody.

The Gamer playtest team is now operating and the players are finding their way around the games. This months playtest games are Global Supremacy and Midgard, both from Mitregames,. Global Supremacy is based a few years in the future but after the nuclear holocaust and you control one of 75 countries. Midgard is a fantasy game set in a medieval world wher you start as a novice adventurer and where you hope to progress using valour, skill and guile. Neither game is really suitable for an absolute beginner. So if you have some experience of PBM and would like to play another game free (except for postage), why not apply to join the team? This month it will be a little harder to join the team, reflecting the difficultly of the games involved; there will be a test question and the first two correct answers received in ,the Gamer office will earn the places. The question is; Tribes of Crane, Midgard and Global Supremacy are three of the Mitregames, what is the name of their fourth game.

Next month I will be reviewing Voroon wars and the playtest game will be Capitol.

Addresses — KJC Games, PO Box 11, Clevelys, Lancs FY5 2BD
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A Play-by-Mail Fantasy Game
MIDGARD
MITREGAMES

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London W1R 3AB.

In return we will send you your membership card as well as a FREE Gamer sticker. Joining also entitles you to use our FREE contact service and take part in the Gamer ratings scheme and we've more exciting club events in the pipeline.

Join the thousands that have joined our club.

**To send in a contact**, fill in the contact application form, and send it in with a short letter detailing the sort of response that you want, and a largish (ie. A5 or above) stamped addressed envelope, send the whole lot

**All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:**

**Reader's Club**
**Computer Gamer**
**Argus Specialist Publications Limited**
**1 Golden Square**
**London W1R 3AB**

**Do not enclose any other correspondence in the envelope — ONLY your application.**

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ADDRESS ..............................
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PHONE NUMBER ..............................
AGE ..............................
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ACCESS TO DISCS ..............................
YOUR MAIN GAMES INTEREST: ARCADE/ACTION ..........
ADVENTURE ..............................
STRATEGY ..............................
SIMULATIONS ..............................
OTHER (SPECIFY) ..............................
WHAT COMPUTER MAGAZINES DO YOU BUY? ..........
..............................
WHAT OTHER MAGAZINES DO YOU BUY? ..........
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WHAT TYPE OF FILMS DO YOU WATCH? ..........
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Contact Coupon. Send to:

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Section No: .............. Member No: ..............
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Address ..............................
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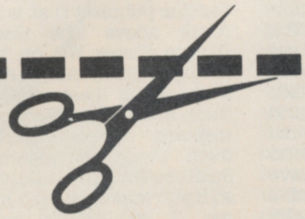
Post Code .............. Age: .............. Tel: ..............



marked 'Computer Gamer Contacts'. Any applications sent in for any of these services without an SAE unfortunately cannot be accepted.

**To reply to a contact**, you write whatever you want to write, pop it in an envelope along with an SAE if you are expecting a reply. Mark the correct contact number on the back of the envelope, and send it to 'Computer Gamer Replies'.

## The Rating System

When you receive your membership cards you may notice that there is a section marked 'Intergalactic Ratings'. This is an award scheme where, by doing various things, you get an appropriate award. These will be much sought after, and difficult to obtain. We calculate that only a small percentage of the club members will be able to complete all five awards, however, we will be very pleased (and surprised) if you all get them. So their value is high by rarity alone.

The awards are graded, the low ratings should be easier to get, whilst the top rating is more difficult. In order to get all five you need to exhibit many qualities — from programming to game playing ability. They are:

### Epsilon

Fill in the special form and include it with three application forms from Computer Gamer from friends or other persons wishing to join the club, and you will be rewarded with an Epsilon Rating for recruitment ability. These forms must be real forms from the magazine and not just photocopies.

### Delta

You get this for loyalty to the club. Every month in the main magazine will be printed a dated symbol on the corner of one of the club pages. Cut out and collect six consecutive dated symbols and send them to us. We will then send you the loyalty award. Since we assume that everybody is incredibly loyal, this should be quite easy!

### Gamma

A Gamma (gamer!) rating is awarded if you get a hi-score published in the magazine. This is slightly harder than Epsilon/Delta and requires great game playing skill, but is by no means as hard as some of you may think. The games we feature change every month — as do the scorers. Special hi-scores or techniques or ways of cheating to get high scorers also count. These will be featured in the hints page or perhaps club pages of Computer Gamer.

### Beta

This is getting quite hard now. A Beta rating is awarded if you get a hint/tip/help published in Computer Gamer. In the hints section, players guide, or in the adventure section — or as before wherever I decide to put it in here! This shows extreme prowess in researching games.

### Alpha

This means that you are at the forefront of games research, and have actually had a game published in the magazine. Our standards are quite high so only excellent gamers will be able to achieve this highest of high honours.

These ratings can be got in any order, you don't have to work up to Alpha, or down to Epsilon — you could even start in the middle and sort of go sideways.

Do not be dispirited if you don't get all of them, merely being a member of the club shows you have a discerning interest in computers and games. However, a master gamer is the pinnacle of achievement.

All forms should be sent marked 'Computer Gamer Ratings' and should include a stamped addressed envelope for the return of your award (a sort of sticker to stick on your card).

These are the forms that you must use to apply for your ratings. These must be cut from the magazine (no photocopies) and include an SAE.

### Where to send it

Send everything (correctly marked as indicated above) to:

**Computer Gamer**
**1 Golden Square**
**London W1R 3AB**

**Alpha Rating**
Name: ....................................................................................
Address: ................................................................................
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..............................................................................................
Member Number: ........................................................ Tel:
Issue Appeared in: ..................................................................

**Beta Rating**
Name: ....................................................................................
Address: ................................................................................
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Member Number: ........................................................ Tel:
Issue Appeared in: ..................................................................

**Gamma Rating**
Name: ....................................................................................
Address: ................................................................................
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..............................................................................................
Member Number: ........................................................ Tel:
Issue Appeared in: ..................................................................

**Delta Rating**
Name: ....................................................................................
Address: ................................................................................
..............................................................................................
..............................................................................................
Member Number: ........................................................ Tel:
Attach 6 consecutive and dated Tokens (formerly Eecaans)

**Epsilon Rating**
Name: ....................................................................................
Address: ................................................................................
..............................................................................................
..............................................................................................
Member Number: ........................................................ Tel:
Attach 3 genuine membership application forms.

## Contacts

## Section One

Computer Clubs and associated groups and interested people.

### Romsey Area Computer User Group

Weekly meetings and a regular Newsletter. All machines catered for particularly Atari and Amstrad.
**No. 119**

### 64 Programs Club

The 64 Programs Club is a kind of club which sends out 100's of games and gets 100's. A member can send in any program and if I feel it is good enough, I will put in on a big cassette, eitherway the member will still get the game back so long as he sends a S.A.E. But the member must understand that if there is a bug or something that slows the program down, that I may change it.

If the member sends in a blank cassette and a S.A.E. then I will put the programs on the C60 and send it back straight away (well I do live in a post Office!). All programs sent in will be looked at thoroughly, including the listing (machine code programs still will be put on if they have a basic loader, although I can make one for it myself).
**No. 113a**

## Section Two

Hints, tips, help offered, help wanted

### Robert Troughton

I have a VERY big range of pokes, tips etc on over 100 games. Here are some of the bigger and better ones.
Sabrewulf/Underwurlde/Nodes of Yesod/Dynamtie Dan/Elidon/Entombed maps/Rambo/Finders Keepers/Captive/Spy Hunter/Paradroid/BMX Racers/Buck Rogers/Bounty Bob/Rocket Roger/Ghostbusters poles (and lots and lots of others, just ask) Thing on a Spring/Bounder/Monty on the Run/ and thousands more cheats.
And most of all-hints on almost any game.
P.S. Send a S.A.E. for a list of everything.
**No. 113b**

## Section Three

Penpals or Computer Contacts — perhaps your lonely Jupiter Ace needs some company?

**Michael Kurjakowski**
Northampton
Age: 16
**No. 118**

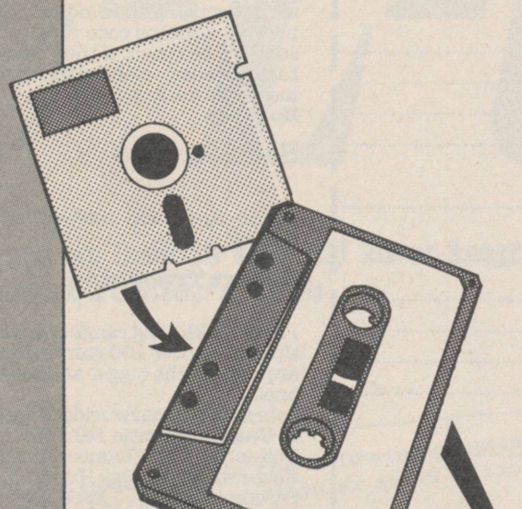
**Alfred Bezzina**
Malta
Age: 29
**No. 117**

**Sean O'Kane**
Londonderry
Age: 17
**No. 116**

**Richard Nicholas**
Cornwall
Age: 12
**No. 115**

**S Wyatt**
Bexley
Age: 20
**No. 114**

# PROGRAM
# S·U·B·M·I·S·S·I·O·N·S



Ever wanted fame and fortune in one of Britain's leading computer magazines?

Do you think that anything that you have programmed is up to our standards?

We are looking for programs to publish for the following machines: Commodore 64, VIC, C16, Plus/4, Spectrum, Oric/Atmos, Atari 400, 600XL, 800, 800XL, 65XE, BBC, Electron, Amstrad and TI-99/4A (BASIC or Extended).

All programs should be recorded on tape as many times as possible and at the most reliable baud rate (where applicable). No printed listing is necessary as we can do our own except in the case of the TI-99/4A where a listing produced on a computer printer is absolutely necessary. No handwritten or typed listings are acceptable.

Any tape must be clearly marked with the program name your name, the machine it is intended for, and your address.

Documentation should run to our normal style with a description and introduction to playing the game and how the game works.

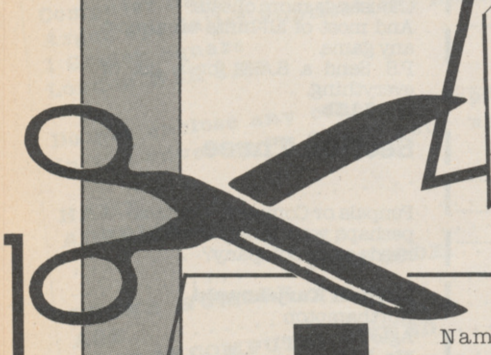
Documentation should be typed on one side of blank A4 paper with double spacing between lines and a wide margin.

We pay well for all listings published.

If you want to send us your program then fill in the form. And send us the tape, documentation, coupon, and an SAE if you want it returned, to the following address:

**Computer Gamer Program Submissions**
**1 Golden Square, London W1R 3AB**

And write the name of your computer on the back of your package.



Name: ..........................................................
Address: ......................................................
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Telephone: ...................................................
Computer type: ............................................
Computer model: .........................................
Program name: .............................................
Additional details: ........................................
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# ACTION! ACTION! ACTION!

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The Untold Story
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SCORE: 01830
GRENADES
HIGH SCORE: 01830

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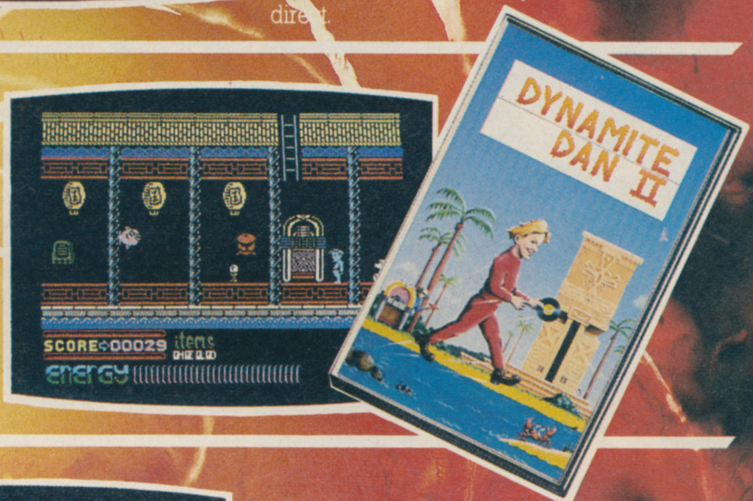
SCORE 00029
items
ENERGY
DYNAMITE DAN II

MEDUSA
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# B·B·B·B·BOUNDER··

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# Computer GAMER

## Budget Software ~Bonanza~

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£4.95

£2.99

**Budget Software is here to stay! That's the message from the software houses as the great budget bandwagon gets off to a flying start.**

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There's more budget games on the way.

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Now joystick athletes can play computer sports at a fraction of the normal price.

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The best budget games.

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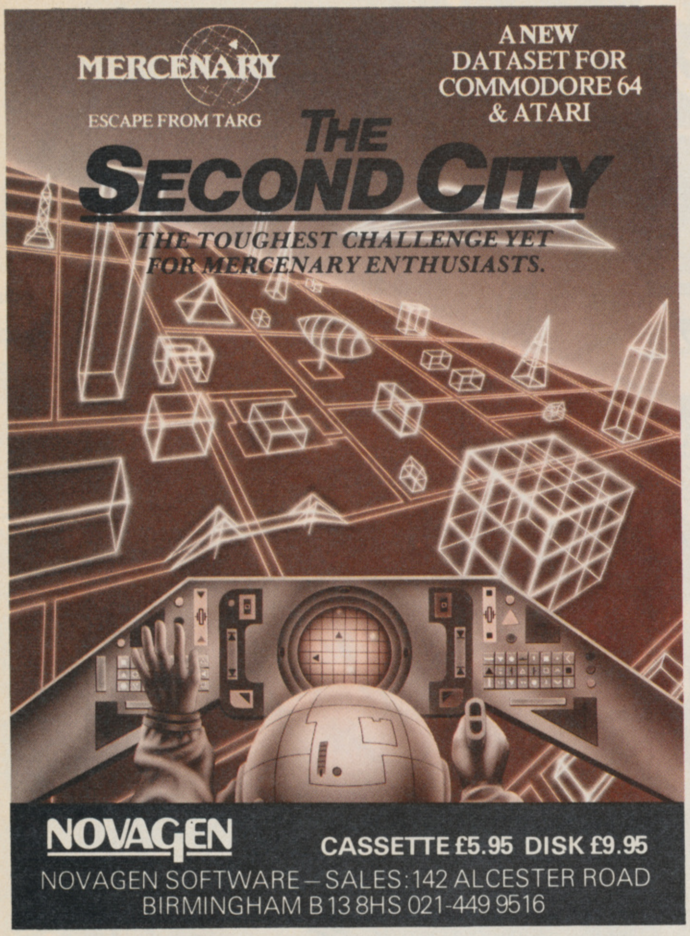
Over 100 games tested.

Mastertronic started it all over two years ago and were quickly joined by Firebird and Atlantis. Now the list of budget companies reads like a who's who of games.

In this special pullout guide to budget software you can read all about the games from Mastertronic (199, MAD, MAD Chrome and Entertainment USA ranges), Firebird (Silver), US Gold (Americana), Bubblebus (Minibus), Argus press software (Bug-Byte), CRL (Alpha Omega, Omega), Mikro Gen (Eurosoft), Interceptor (Players), Artic (Antartic), Central Solutions, Geoff Records, CDS (Blue Riband), Gilsoft and Atlantis.

One thing you'll immediately notice about budget games is that they're getting a lot better. In fact now some budget games are even better than their full price competitors.



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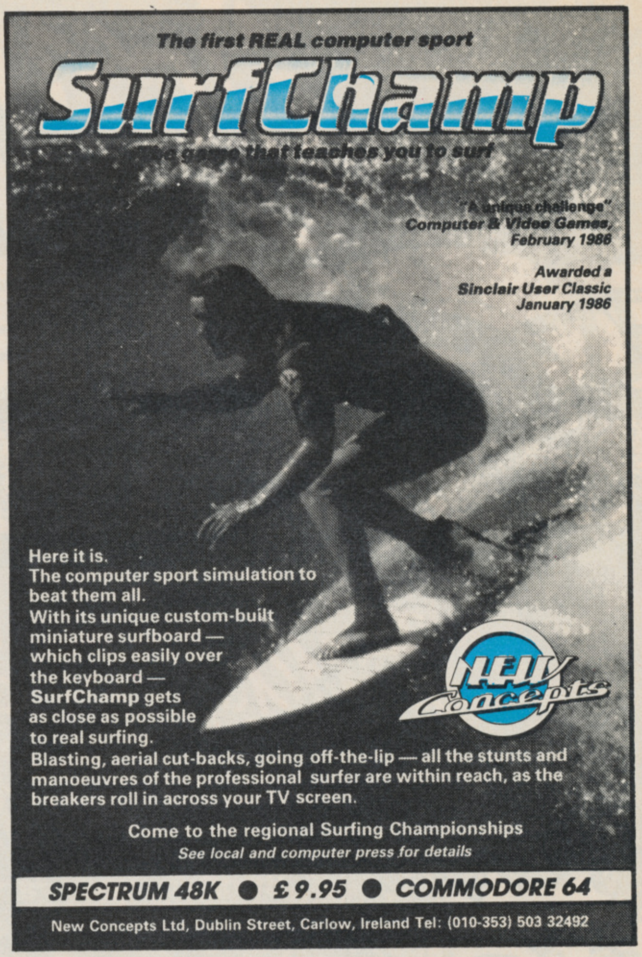

The first REAL computer sport
SurfChamp
The game that teaches you to surf
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*February 1986*

Awarded a
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January 1986

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New Concepts Ltd, Dublin Street, Carlow, Ireland Tel: (010-353) 503 32492

Who is the
INFILTRATOR

# ·Budget News·

## Antartic

Artic Computing, one of the oldest software houses, has entered the budget software market with its new Antartic range.

The initial batch of four games feature four arcade games: the Master for the Spectrum, Voodoo Rage for the Amstrad and Woks and The Great Wall for BBC and Electron computers and will cost £1.99.

## Euro Soft

Eurosoft is Mikrogen's entry into budget software. The label will eventually produce original games but will begin by selling old Mikrogen games such as Pyjamarama at a budget price.

## Free Players game on every tape!

Each Players game contains an extra game that you play as the game is loading in!

Micro Painter is a painter variant in which you must compete against the clock to finish it before the other game loads in.

## And there's more to come . . .

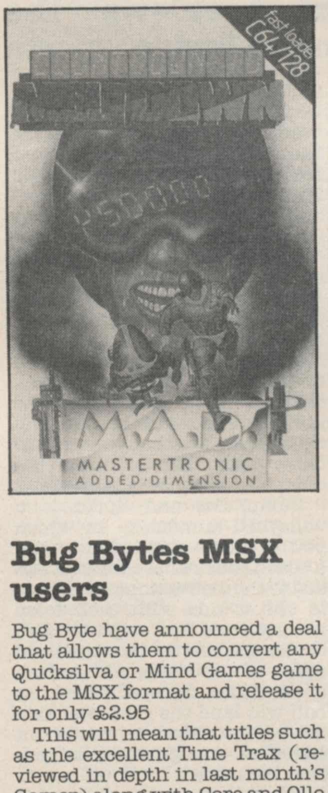
As we complete this massive budget special we hear that there are more budget games in the pipeline.

US Gold are adding the final touches to their next batch of Americana titles as are Alpha Omega, Bug Byte and Bubblebus. Firebird plan another 50 games in the next two months. Mastertronic another 40.

## Value for money!

Here's proof that budget software is excellent value for money.

Countdown to Meltdown, the old Creative Sparks game, has been re-released by Mastertronic as part of its MAD Chrome range and sells for £2.99. The same excellent game sells in America for $40!



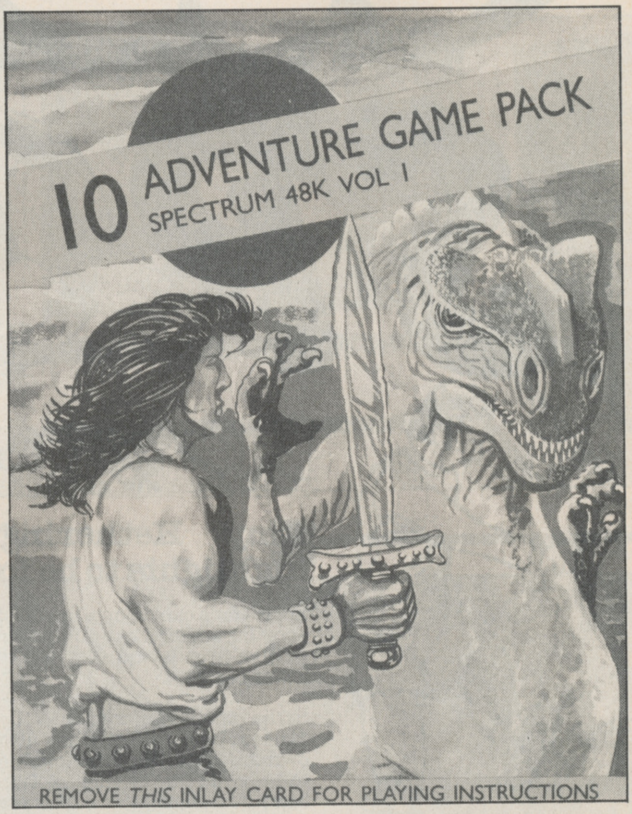
## Bug Bytes MSX users

Bug Byte have announced a deal that allows them to convert any Quicksilva or Mind Games game to the MSX format and release it for only £2.95

This will mean that titles such as the excellent Time Trax (reviewed in depth in last month's Gamer) along with Core and Ollo will soon be available to software starved MSX owners.

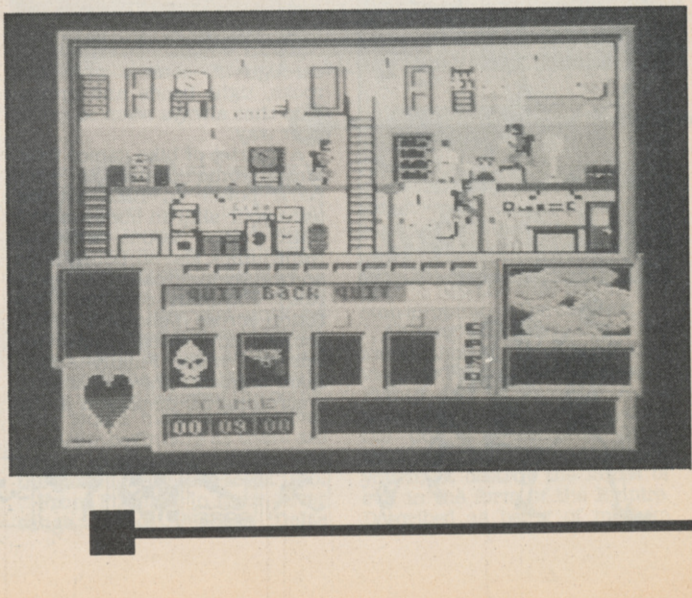
Bug Byte also announce the conversion of Twin Kingdom Valley for MSX as well as Spectrum, C64 and Amstrad versions of the former Taskset adventure, Souls of Darkon.

All Bug Byte games cost £2.95.

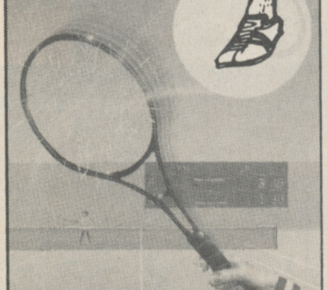

10 ADVENTURE GAME PACK
SPECTRUM 48K VOL 1
REMOVE THIS INLAY CARD FOR PLAYING INSTRUCTIONS

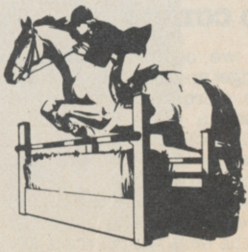
## Central Solutions

Stevenage based Central Solutions have released 38 new budget games including arcade games and adventures for C64, Spectrum and Amstrad computers for £1.99 as well as Spectrum adventure packs containing ten adventures for only £4.95.



# BUDGET SPORT





## Tony Hetherington previews the highlights to be found in Budget sports

Sports fans can enjoy a lineup of sporting action that would be the envy of Grandstand all at a budget price.

The games are dominated by Mastertronic titles who also own the best selling sports game in Formula One Simulator. This incredible racing game features a choice of 8 circuits and is available on nearly all the popular micros. Indeed it has been featured in both the C16 and Amstrad collections of games.

Aqau Racer re-released in Bubblebuses Minibus range is a marine variation of Formula One with the races being fought between high speed boats through 20 courses of jagged rocks, tight bends and opponents that always seem to get in your way.

A quartet of bike games from Mastertronic challenges your pedal power in BMX Racers, tests your skill in six events in BMX Trials (200m, wheelies, ramp jumps, slalom, bunny hops and a giant jump called the beetle ride). Kickstart continues the action across a choice of 3 of 8 courses, combining jumps, barrels and walls. Finally Action Biker transfers the challenge to a scrolling 3D display of a city full of ramps and obstacles to leap over.

For those who lie a slower pace of the green baize then Hustler (Minibus) will give them a challenging game of pool on most computers against human or computer opponents.

Sport of Kings is the first MAD sports game and is a gambling game in which 8 players can bet on 75 horses through an icon driven bookie.

MSX gridiron fans can do battle in Budgie's Superbowl which features 3D graphics and the ability to choose all the plays and then decide whether you want to carry them out or leave the computer to collect the bruises.

Bump, Set and Spike is a volleyball simulation in which you can play either indoors or on a beach court where waterskiers add to the distractions. The game is two a side with each team having three hits ot get the ball across the net (the bump, set and spike of the title). Although a cross marks the spot where the ball will land the game remains incredibly difficult to master but addictive enough to drive you back for more.

Finally you can play table football in Kickoff (Minibus), Tennis from Bug-Byte and Darts courtesy of CDS Blue Riband.

# BUDGET ADVENTURES

## Gordon Hamlett rounds up the best in cut price adventuring

Although the advent of budget software tended to be synonymous with arcade games, nevertheless, several software houses saw that there was also a market for cheap and cheerful adventures. That this became feasible was almost entirely due to a company called Gilsoft and their adventure game writing utility, the Quill. Having the game controlling system already written for you meant that all an author effectively had to do was devise his storyline and fill in the gaps. The result of all this was that a lot of games tended to look the same and reviewers started to turn their noses up at Quilled products. Then cam graphics via the Illustrator and redesigned character sets and suddenly adventures written this way gained a new lease of life.

So what have budget adventures got to offer? Certainly there are some very good and very bad games within the range but as a very broad generalisation they lack the sophistication of their more expensive brothers. Odd errors of logic creep in, vocabulary become obscure and plots tend to lack cohesion and atmosphere. But, having just knocked them down, let me quickly add that there are lots of points in their favour as well. First and formost, the games are cheap and will provide excellent value for money providing that you can tolerate the odd quirk. Secondly, the games are improving all the time. Old favourites are being re-released at a cheaper price to give them a new lease of life and some new games are considerably better than games that are being released at full price. This is especially true of the new generation of games that, rather than being the traditional text input variety, feature menus and icons in an attempt to make the games as user friendly as possible. Right, enough of the waffle, let's have a look at some of the games on offer. Unless otherwise stated, all games are for the Spectrum.

### Adventures on the cheap

From Atlantis comes a selection of games covering most subjects. **Return ot Ithaca** takes you back to the glories of Ancient Greece. You play Odysseus after the fall of Troy trying to return to your home and your wife Penelope. This is quite a difficult game and suffers from certain logic problems. Not recommended for beginners. **Mafia Contract** is a fairly simple game however, in which you, a professional hitman, are caught up in a gang war in which even your own boss thinks that you are out to get him. **Marie Celeste** takes the old story of an abandoned ship but sets it in space. Not only do you have to find the space pirates' treasure, but also some dimethium crystals to give you the necessary power to escape.

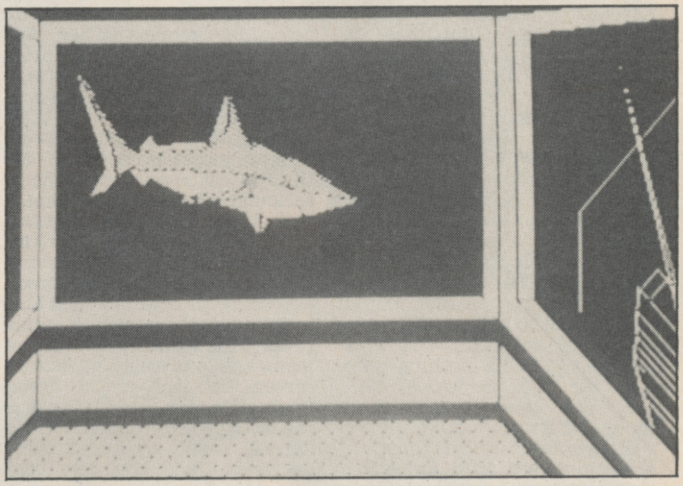
**El Dorado** is set in sixteenth century South America as you help Pisartis the Conquistadore find the Helmet of Re-incarnation and so allow one of the Inca Gods to return to his rightful place. I thought at first the **Temple of Terror** would have an extremely original plot — your daughter is dying of an apparently incurable disease but this is just an excuse for you to battle against vampires whilst exploring an ancient temple as you search of the Elixir of Healing. The pick of the Atlantis selection though is undoubtedly **Velnor's Lair** (C64). This golden oldy is one of the games that I cut my adventuring teeth on and it brings back fond memories. Text only, you can choose to play a warrior, wizard or priest as you explore the labybrinths deep within Mount Elk. Each character has different abilities and there is a limited combat system as you try to defeat Velnor. With the exception of Velnor, I found this set of games disappointing with some poor logic and frustrating vocabulary.

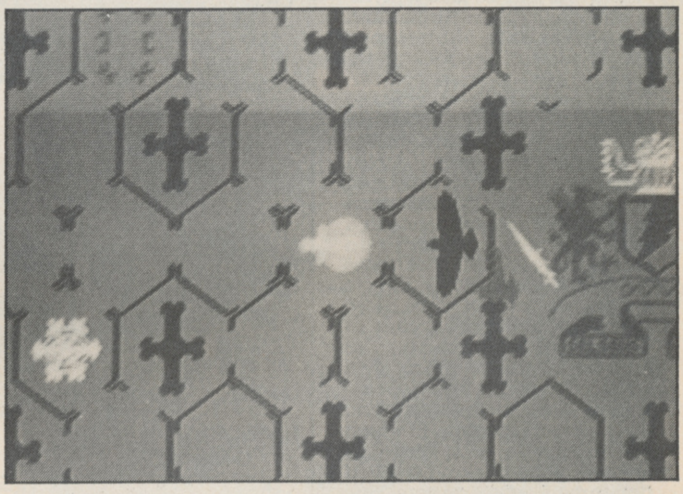
Two graphic adventures from Central Solution Limited. **Escape from Devils Island** sees you trying to clear your good name after being imprisoned for life for a crime that you did not commit. Trying to remove a curse is the object of the game in the **Curse of Shaleth** as you try to remove a collar that is slowly tightening around your neck.

Two games on the new Players label are **Claws of Despair** and the amazingly titled **Journey to the Centre of Eddie Smith's head.** Claws is a traditional fantasy game as you try to right ancient wrongs by discovering and returning with the Staff of Sarfrin. Eddie Smith was a top Government physicist until he banged his head and went totally loopy. As he is now threatening to blow up the world, you have to find a way of defusing the bomb. This would make an excellent game for beginners as there are lots of locations to explore and the game is very easy to get into.

From Firebird, in their silver range, comes **Seabase Delta** (Spectrum and C64) another game featuring possible nuclear catastrophe as you play ace reporter Ed Lines trying to sort out the problems in a submarine base whilst trying to figure out how to use the tube trains and stop slipping on the seaweed.

Although they have no longer found that it is economically viable to release budget software, Eighth Day Software released three very good budget games for the C64 and Amstrad. **Quan Tulla** is a sci-fi game in which you must destroy the forces of evil in the form of the Empire. Described as being of medium





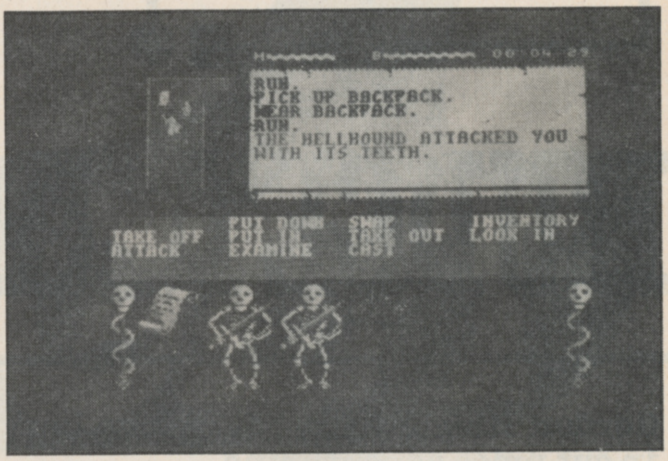
difficulty, it is very easy to get killed and you must realise that not all exits from a location are marked, As an easier game, they suggest that you try **Ice Station Zero** in which you try to stop an international terrorist in a game set largely in the frozen wastes of the Artic. For more advanced adventurers, there is **Faerie,** a fantasy game based loosely on A Midsummer Night's Dream and featruing ogres, bulls, sandmen and a large granite chess set. all three of these games are excellent value for money.

At £7.95, you may wonder what this next tile is doing in this article but Fourmost Adventures from Global software gives you four games on the same tape so it works out at about £2 per title. **Out of the Shadows** is a role playing game that is very good if you survive long enough to get anywhere with it. **Project X** sees you facing all sorts of problems after being zapped with gamma rays and shrinking to a few inches tall. **Galaxias** is a sci-fi game in which you play a space pirate and the **Mural** a humorous game in a Monty Python style but a very limited vocabulary and user unfriendly approach. This is a fair collection but nothing very stunning and you would probably do better to pick four individual games.

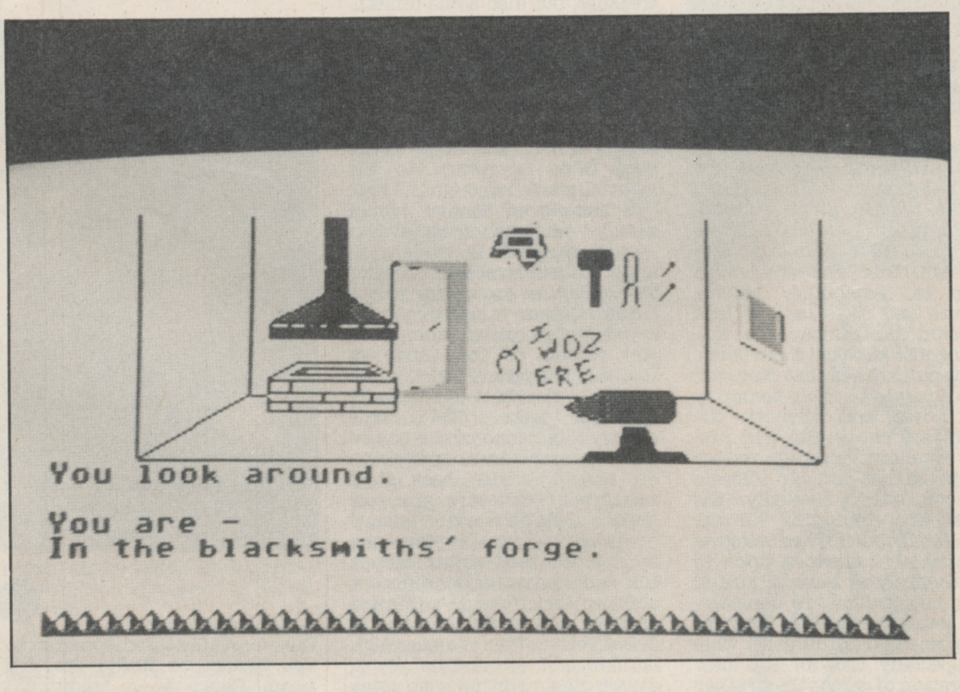
Mastertronic are beginning to develop a very good name for themselves with some of their most recent releases. At present, there are four traditional adventures and three new styles of which more anon. **Sinbad and the Golden Ship** features over 100 illustrated locations and a better than average parser. Sinbad's ship has been wrecked by a sea monster and his first task if to get ashore before searching for this fabled treasure. **ZZZZ** (C64, Spectrum version to follow) features icons to replace certain comands in a game that has you trying to escape from a dream. **The Quest for the Holy Grail** (Spectrum and C64) is a spoof game based on the Monty Python film in which you must brave killer bunnies, disgusting Frenchmen and Knights who say 'Nic'. **Se-Kaa of Assiah** (Spectrum and C64) is a two part game in which you must gain entry into the fortress of the dark hordes and find three mystic artefacts. This is probably the weakest of the Mastertronic games but at £1.99 for effectively two games, who's arguing? **Kentilla** (C64 — Spectrum version to follow) is a full price game now re-released and a very good game it is too. A fantasy game, you will have to talk to characters and seek their help as you trace and retrace your steps. Highly recommended.

Three titles get away from the traditional text input game. **Journeys End** is a three part role playing game in which you must explore dungeons and wilderness, hire henchmen, fight battles and use magic as you make your way into the castle. There, you must solve assorted puzzles if you are to achieve your goal. A very simple game to play with nothing particularly fancy about it but I thoroughly enjoyed it and great value for money. When **Ice Palace** came out at full price about a year ago, I thought it was an excellent game although it appeared to be ahead of its time and didn't do particularly well. Now at budget price (£2.99 for the C64), it is another game to seriouslsy consider purchasing. A real time adventure fetruing 1,200 locations is how the blurb describes it. You are moving round an ice covered screen searching for objects whilst also avoiding the nasties. A quick press of the space bar brings up a menu and icon driven adventure screen. On each of the seven levels your task is to find part of the ice crown. Level one is fairly simple, Levels two and three survivable and the rest very nearly impossible! Should keep you quiet for months. The last game that I want to feature is another one from the MAD range — **Master of Magic** (Spectrum and C64). Best described as a menu driven role playing game in which you must find the Amulet of Immortality for Thelric in order that he can return you to your own land again. As you explore the system of caves and rooms different windows display your status, surroundings, choice of action, result of action and nearby objects. The whole game is very well put together and I would suggest that you look at a copy of the March Gamer for an in depth review.

So what of the future? I suspect that there will be more user friendly games appearing and that it will become ever harder to delineate between an arcade game and an adventure. Traditionalists needn't worry either. There will be more full priced games that you couldn't afford first time round being released at a cheaper price and also new games that show an increasing level of sophistication. The future looks very rosy indeed.

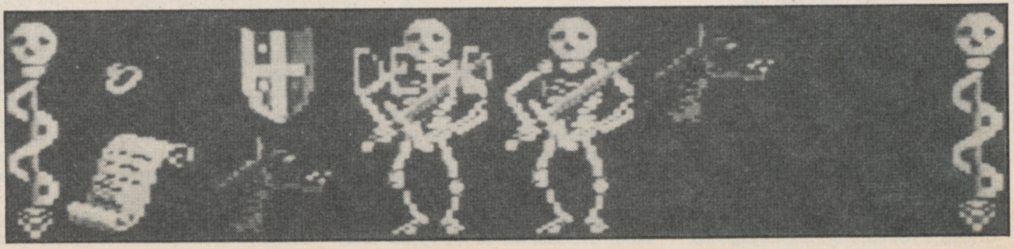


```
RUN.
PICK UP BACKPACK.
WEAR BACKPACK.
RUN.
THE HELLHOUND ATTACKED YOU
WITH ITS TEETH.
```



```
You look around.

You are -
In the blacksmiths' forge.
```



# Budget Bonanza Competition

Hero of the Golden Talisman
M.A.D. GAMES
Commodore 64/128
BUDGIE
BUDGET SOFTWARE
MASTERTRONIC
Spectrum 48K
EMPIRE FIGHTS BACK
199 RANGE

SPELLBOUND
TALES OF THE CAT
M.A.D. GAMES
Master of Magic
Cagara
PLAYERS
Revenge of the C5
AMSTRAD 464/664/6128
FINANCE&TIMES
C5 CRASH!
ATLANTIS
MASTERTRONIC
CRAZY CAVEY
Revenge of the C5
48K SPECTRUM
Desert Hawk
COMMODORE 64/128
COMMODORE 16
SILVER 199 RANGE
Magic Clock
SODOV SORCERER
BUG-BYTE
MASTERTRONIC
FORMULA 1 SIMULATOR
Bumping Buggies
COMMODORE 64
bubble bus software
Shrinking Fireman
SOLO
BUG-BYTE
THE WILD BUNCH
FIREBIRD
kick-off
Commodore 64

## Win a bumper bundle of budget software for your computer!

While compiling this mammoth budget feature we have collected almost every budget game. Now we want to give them all away! In return all we want is for you to tell us your top 5 budget favourites.

We'll compile the results and in a future issue of Gamer present your budget Top Ten.

### The Prizes

We have bumper bundles of budget software to give away for each of the popular micros. So there's one for a C64 owner another for the Spectrum as well as one for Atari, Amstrad, C16, MSX, Vic, C16, BBC and Electron computers.

### How to enter

All you have to do to enter is tell us your top 5 budget favourites. Write them on the form below along with your name, address and machine and send it to:—

Computer Gamer Budget Bonanza
1 Golden Square
London W1R 3AB

Please also mark your machine on the back of the envelope so we can choose and send out the prizes to the winners as soon as possible. so they can be playing the games while we count your votes.

### Important

All entries must reach us by August 20th!

Computer Gamer Budget Bonanza, 1 Golden Square, London W1R 3AB

My Top 5 Budget Favourites are:—

1 ..........................................................................

2 ..........................................................................

3 ..........................................................................

4 ..........................................................................

5 ..........................................................................

I own a .............................................................. computer

Name ......................................................................

Address ...................................................................

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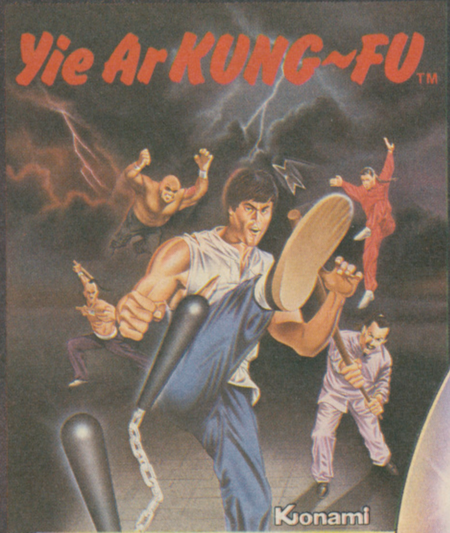
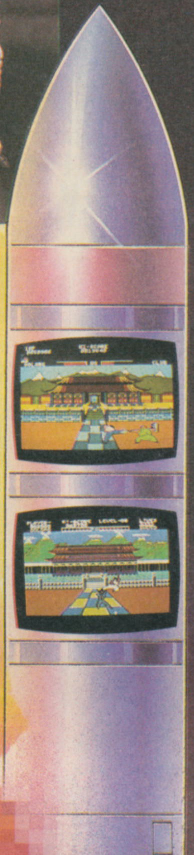
All entries must reach up by August 20th

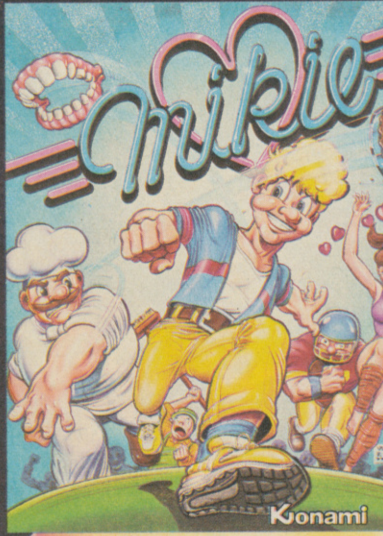
# LOAD-UP THE H

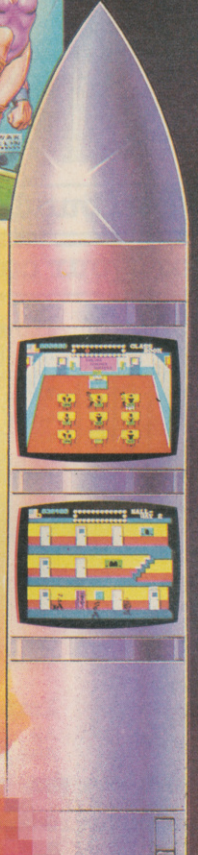




Expect the unexpected and FIGHT for your LIFE in this all-action arcade chart-topper. Master the ten moves and you may just survive the deadly exponents of the martial arts only to meet them again in the Temple. You must beware of your enemies and their individual weapons . . . they're not immortal but then neither are you.

SPECTRUM
**£7.95**
COMMODORE 64
**£8.95**
AMSTRAD





Mikie — he enrages the teaches and enraptures the girls! His knock-out frantic fun loving plays havoc in the classroom, the locker room and the cafeteria. This high school high-jinx features "Hip-Zap", 'Door Attack' and crazy pie fights but can he hand his love letter to his girlfriend?

SPECTRUM
**£7.95**
COMMODORE 64
**£8.95**
AMSTRAD

If you think yoan
talk your wayt of
trouble, bewar .
you may be tang
you way int
Interactive bole
speech ada
further dimenn to
the superb
graphics ofs
arcade style tler
adventur
Gangsters oe
underworlde
sizing you up a
'hit'. There is ogir
who can helpou
can find he

SPECTRU
**£7.9**
**£8.9**
AMSTRA

imagine ..the name of the game

## FIRE YOU

Imagine Software (1984) Limited
6 Central Street Manchester M2 5NS
Tel: 061 834 3939 Telex: 669977

# HOT SHOTS AND

nk you can
way out of
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be talking
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perb 3D
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help if you
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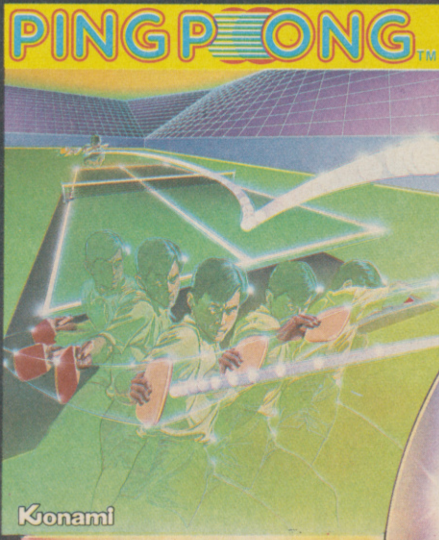
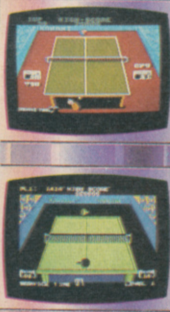
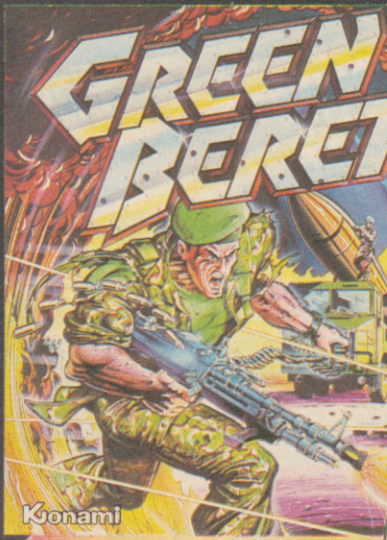
CTRUM
.95
.95
TRAD



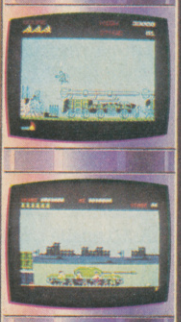
Play head to head or against the computer in this, Konami's first and best table tennis simulation. Just like the arcade original the 3D graphics and playing features such as the Back-Spin, Forehand Smash, Top-Spin, Back-Hand Return and many more all help to test your lightning reflexes and skill of touch and timing.



SPECTRUM
**£7.95**
COMMODORE 64
**£8.95**
AMSTRAD



Play Green Beret and you'll get some idea of what this crack commando core is all about. You are a highly trained combat machine, you fear no man. You must succeed against immeasurable odds to infiltrate all four enemy strategic defence installations. You are a marked man . . . will your enemy feel your mark!



SPECTRUM
**£7.95**
COMMODORE 64
**£8.95**
AMSTRAD

# R IMAGINATION!

Screen shots taken from various computer formats

## US Gold

US Gold are never far behind an expanding market and have just launched the Americana budget range.

This will not only contain re-released old full price games such as Sentinel and Breakdance but also new games from American software houses Access, Epyx and Datasoft.

The pick of the first batch of games are Slamball and Sentinel.

### Slamball — £2.99/ C64

Slamball is four scrolling screensof pinball action in which you must use your four sets of flippers to direct the ball against 34 targets. Cear them all are through to the next level with a hefty bonus.

You can also guide the ball with horizontal jostle pulses to either save it or direct it onto a target. To many pulses and the ball is tilted.

The targets are arranged in banks and clearing a full bank releases two floating bumpers which burst on contact with any part of the table. However if you manage to hit them before they burst then you'll increase your bonus modifier from × 1 to × 2 and so on to × 4. then you have to avoid the floating bumpers as hitting another will resent the bonus modifier to × 1.

### Sentinel — £2.99/ C64

A 3D space battle game in which you must defend your home planet from the attacking alien Cruisers, Saucers, Gamma fighters and Base stars.

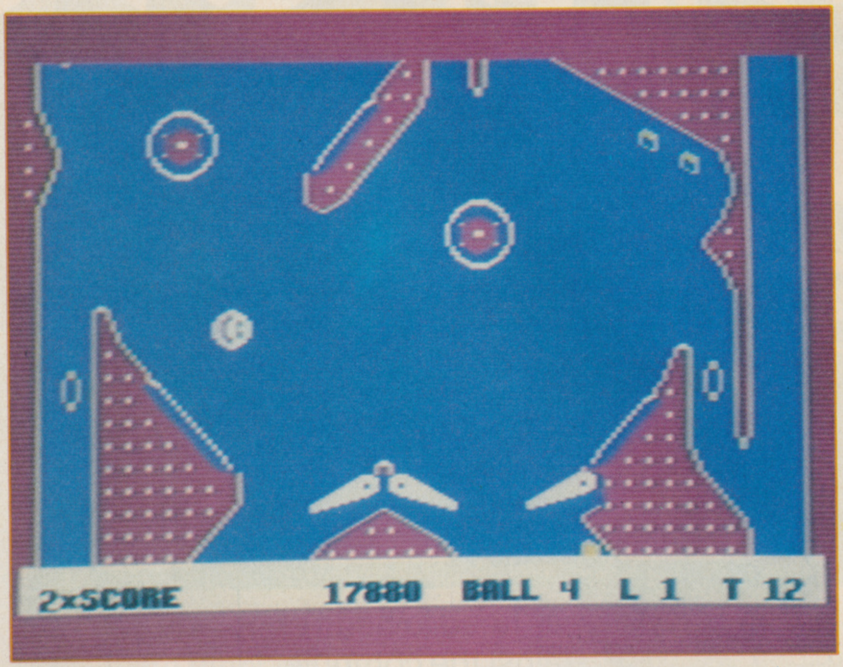
However your ship is armed with twin phasor cannons and proton helix charges and equipped with long and short range scanners, an automatic tracking computer and a hyperspace coordinator as well as a stellar grid which plots the map of the galaxy.

The enemy will keep on coming until you blast their Base stars with your proton charges but first you will have to battle your way through their fighters and minefields.

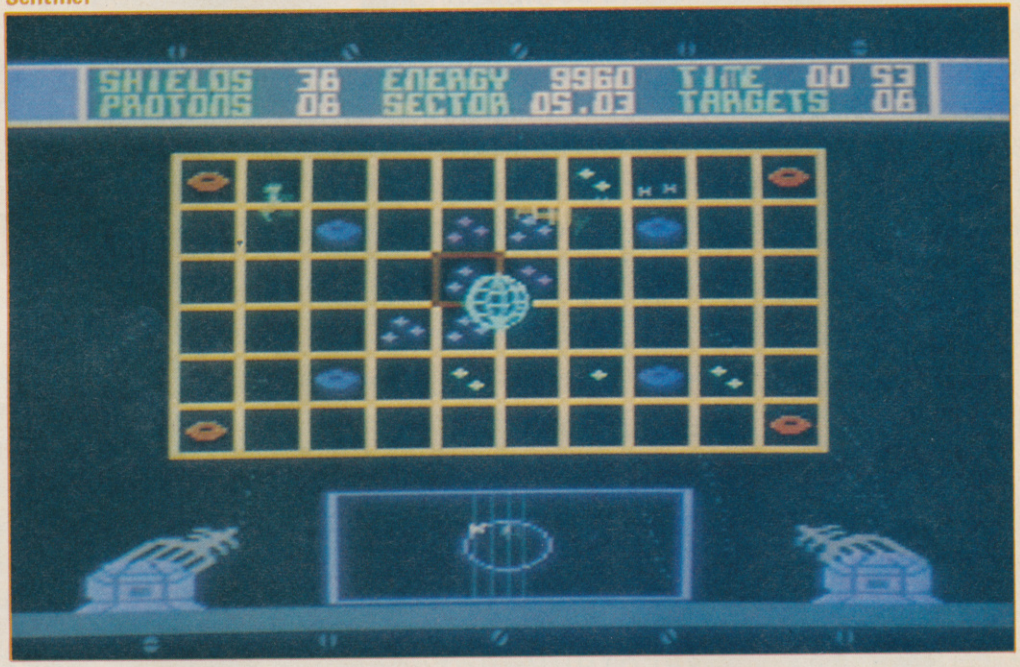
If your ship is damaged you can gain safety at one of your own Star bases where a quick repair job will get you back into the action.

At the end of any of the games five missions (Skirmish, Attack, Battle, Invasion and Armageddon) you will receive one of eight ratings that range from Space Droid to Star Sentinel.

Slamball



Sentinel


SHIELDS 36 ENERGY 9960 TIME 00 53
PROTONS 06 SECTOR 05.03 TARGETS 06

## Bug-Byte

Bug-Byte was one of the first names in games and has been relaunched as a budget label by Argus Press Software. The pick of their releases is without doubt Ollo.

### Ollo — £2.95/ C64

Ollo features not one, but two, excellent shoot-em-ups for only £2.95.

In Ollo 1 — the First Mission you must blast anything that moves with your laser firing, bomb dropping craft including some awful looking green things, more intelligent red things and some rather nasty giant flies that must be hit several times before they bite the dust of the planets cratered surface.

Then it's on to the Final Assault in Ollo 2 which is in fact a four stage game where you must not only blast more aliens but also destroy the enemy base while avoiding gun emplacements that track your every move.

## Alpha Omega

This new software house is in fact the budget department of CRL.

The company plan to offer two ranges of budget software, "Omega" games at £1.99 and a new range at £4.95. the first of this Alpha Omega range is a C64 graphics package — Vidcom 64.

### Vidcom 64 — £4.95/ C64

Vidcom 64 is a budget graphics package offering 23 joystick or trackball controlled drawing modes (incldung box, circle, line, band and ray), multi colour and standard bit map modes and a character and sprite editor.

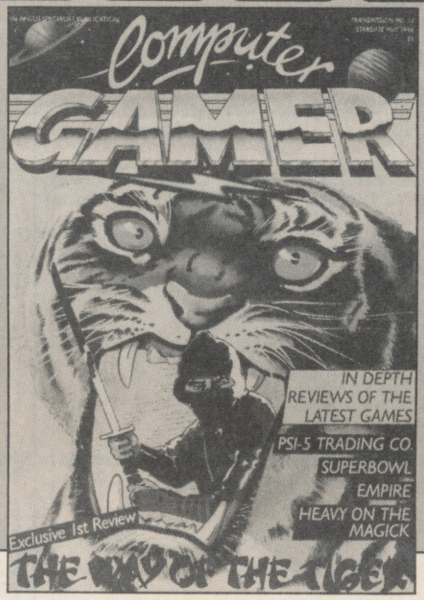
The resulting masterpiece can be saved on tape or disk or used in your own programs.

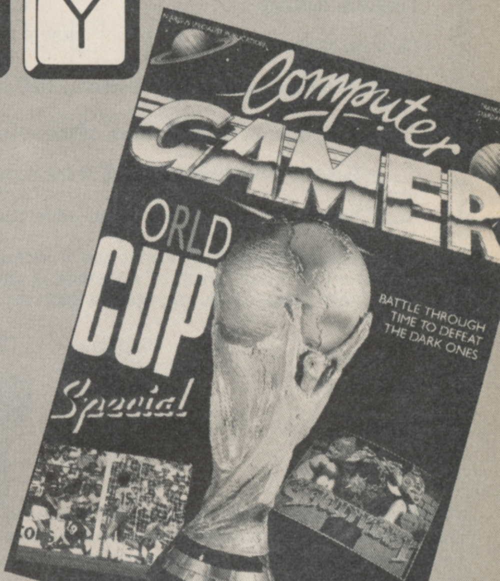
The only omission is the facility to print out your pictures but for £4.95 who's complaining?

# Computer GAMER

# READERSHIP SURVEY

Computer GAMER
EXCLUSIVE
ULTIMA IV– FAME AND FORTUNE?
128K SPECTRUM
DEATH
FORTUNE
DEVIL
LIFE
LUCK


Computer GAMER
IN DEPTH REVIEWS OF THE LATEST GAMES
PSI-5 TRADING CO.
SUPERBOWL
EMPIRE
HEAVY ON THE MAGICK
Exclusive 1st Review
THE WAY OF THE TIGER


Computer GAMER
ORLD CUP Special!
BATTLE THROUGH TIME TO DEFEAT THE DARK ONES
PLAYERS GUIDE

Have you ever wanted to tell us exactly what you think about Gamer? Do you like the reviews, the features, the cartoons, the listings? Or would you prefer us to cover other things instead?

Now here's your chance to tell us exactly what you like, dislike and want from your favourite Games magazine.

All you have to do is answer the questions then pullout these four pages that fold into a postage paid envelope and send it to us as soon as possible. Remember you don't need a stamp as we will pay the postage.

Your answers will of course be treated with the strictest confidence but we will act on them. You can be sure of that.

**Tony Hetherington (Editor)**

# Computer Gamer Readership Survey

1. Would you please tick the box against the statement that best describes how much of Gamer you normally read:

☐ Read through all features and reviews
☐ Read through some features and reviews
☐ Just read the occasional feature or review
☐ Very rarely/never read features or reviews

2. Please tick the appropriate box that shows how you evaluate the following sections in Gamer (5 is excellent, please give us more. 1 is bad, rip the pages out immediately)

| | (bad) 1 | 2 | 3 | 4 | 5 (good) |
|---|---|---|---|---|---|
| News | ☐ | ☐ | ☐ | ☐ | ☐ |
| In depth reviews | ☐ | ☐ | ☐ | ☐ | ☐ |
| Competitions | ☐ | ☐ | ☐ | ☐ | ☐ |
| Hi-score | ☐ | ☐ | ☐ | ☐ | ☐ |
| PBM Update | ☐ | ☐ | ☐ | ☐ | ☐ |
| Trolls Tavern | ☐ | ☐ | ☐ | ☐ | ☐ |
| Dungeon Dressing | ☐ | ☐ | ☐ | ☐ | ☐ |
| Coin-op Connection | ☐ | ☐ | ☐ | ☐ | ☐ |
| Reviews | ☐ | ☐ | ☐ | ☐ | ☐ |
| Program listings | ☐ | ☐ | ☐ | ☐ | ☐ |
| Cartoon strips | ☐ | ☐ | ☐ | ☐ | ☐ |

3. With regard to the advertisements in Gamer, do you:

☐ Read or look through most of the advertisements
☐ Read or look through some of the advertisements
☐ Very rarely/never look at the advertisements

4. Thinking specifically about the advertisement content of Gamer, would you please rate the two main types of advertising matter — Display and Classifed in terms of usefulness (please tick one against each type)

| | Display | Classified |
|---|---|---|
| Very useful | ☐ | ☐ |
| Useful | ☐ | ☐ |
| Not very useful | ☐ | ☐ |
| Not at all useful | ☐ | ☐ |

5. Have you ever bought a game after reading an advertisement in Gamer?

☐ Regularly
☐ Occasionally
☐ Never

If the answer to question 5 is yes, what was the last item you purchased this way and what was its value?

.................................................................................................................................

.................................................................................................................................

6. Would you like an advertiser's index?

Yes ☐ ☐ No

7. Does anyone else read your copy of Computer Gamer?

☐ No only me
☐ Yes (how many?)

8. How many issues of Computer Gamer have you read?

☐ All of them (16)
☐ 10 and over
☐ Between 5 & 9
☐ 4 or less

9. Do you keep your copies of Computer Gamer for:

☐ One month
☐ Six months
☐ A year or more?

IF KEPT, PLEASE ANSWER THE NEXT QUESTION

10. How often do you refer to back issues of Gamer?

☐ Once a week or more often
☐ About once a month
☐ Once every three months
☐ Less often
☐ Never refer to back issues

11. What magazines other than Computer Gamer's competitors do you read regularly?

........................................................................

........................................................................

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12. Are you in full time employment?

13. If so, please tick the box which represents the annual total of your NET income (i,e, after tax, National Insurance, pension contributions, etc)

☐ Over £11,680
☐ From £7,480 to £9,340
☐ From £5,980 to £7,470
☐ From £5,780 to £5,970
☐ £5,770 or less

14. How much do you estimate your computer equipment is worth?

☐ Under £200
☐ From £200 to £300
☐ From £300 to £400
☐ From £400 to £500
☐ Over £500

15. What computer do you own?

☐ Atari
☐ Commodore 64
☐ Spectrum
☐ Sinclair QL
☐ BBC
☐ Electron
☐ Einstein
☐ Amstrad
☐ Commodore C16
☐ MSX
☐ None
☐ Other (Which ?)

16. Do you own or have access to:

☐ Disk Drive (microdrive etc.)
☐ Printer
☐ Modem

17. What types of games do you enjoy playing?

☐ Arcade ☐ Adventure ☐ Sports
☐ Strategy (board, card, wargames) ☐ Coin-op machines
☐ Play by mail

18. Are you a member of the readers club?

☐ Yes
☐ No
☐ Joining soon

19. Do you type in the program listings?

☐ Every month
☐ Sometimes
☐ Occasionally
☐ Never

20. How many games do you buy in a year?

☐ 20 or more
☐ 15 — 20
☐ 10 — 15
☐ 5 — 10
☐ Less than 5

21. Do you read the games reviews in Gamer to help you decide what to buy?

☐ Always
☐ Mostly
☐ Sometimes
☐ Never

22. Which of these other Computer magazines do you read regularly?

☐ C & V.G ☐ Your Computer ☐ Crash
☐ Zzap 64 ☐ Sinclair User ☐ Other (Which?)

23. Are you aware of Computer Gamer's scheduled publication day?

☐ Yes
☐ No

24. If the answer to Question 23 is yes, do you attempt to purchase the magazine on that day?

☐ Yes
☐ No

25. Do you normally obtain your copy by:

☐ Chance purchase
☐ Newsagent home delivery
☐ Newsagent shop collection
☐ Subscription

26. If you do not obtain your copy by subscription, is it due to one of the following?

☐ Subscription too expensive?
☐ Not every issue received?
☐ Have subscribed previously but lapsed?

27. If you do not subscribe, from which type of newsagent do you most often obtain your copy?

☐ High Street Shop
☐ Travel point (station etc)
☐ Corner shop

Finally, have you any other comments about Computer Gamer?
..........................................................................................
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Name ..........................................................................................
Address ..........................................................................................
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Marital Status ...................................
Sex ...................................
Age ...................................
Occupation ...................................................

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THIRD FOLD

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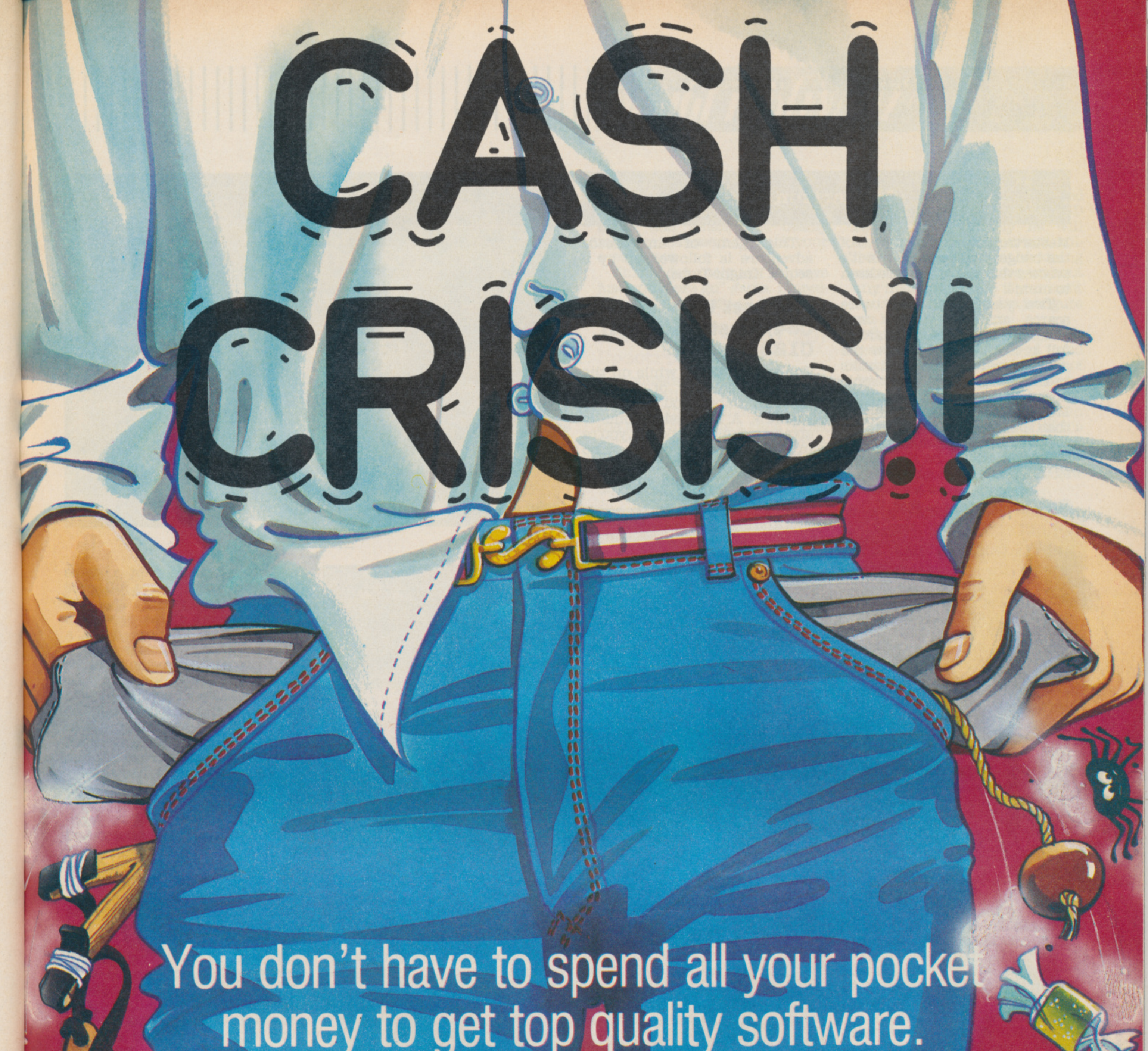
**Computer Gamer**
**Argus Specialist Publications Limited**
No. 1, Golden Square,
LONDON W1R 3AB

2

FIRST FOLD

SECOND FOLD

THIRD FOLD


CASH CRISIS!!
You don't have to spend all your pocket money to get top quality software.

*These additions to the best priced quality software NOW available in your shops!*

AMERICANA
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| | |
|---|---|
| BEER BELLY BURT | *CBM 64 T - D*<br>*Atari T - D* |
| NUCLEAR NICK | *CBM 64 T - D*<br>*Atari T - D* |
| NECROMANCER | *CBM 64 T - D* |
| THE HULK | *Spectrum 48K T*<br>*C16 T*<br>*BBC T*<br>*Electron T*<br>*Atari T* |
| TREMOR | *Spectrum 48K T* |
| PUD PUD | *Spectrum 48K T* |
| SUBTERRANEAN NIGHTMARE | *Spectrum 48K T* |
| EYE SPY | *Amstrad T* |
| SPY TREK | *Amstrad T* |
| DOPPLEGANGER | *Amstrad T* |
| ROBOKNIGHT | *C16 T* |

ALSO AVAILABLE ON DISC: OLLIES FOLLIES*CBM 64;* BREAKDANCE *CBM 64;* NEW YORK CITY *CBM 64 and Atari;* SCOOTER *Atari*

***TAPE***

**£2:99**

LICENSED TO THRILL
**AMERICANA**
SOFTWARE

***DISC***

**£4:99**

Americana Software, Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Tel: 021-359 8881

**Tony Hetherington picks the best budget games.**

## Mastertronic

Mastertronic was the pioneer of the budget market and it is it's success that the others are keen to mimic.

Two years ago, titles were scarce and the quality was generally below the standard of full priced games but now the gap has been closed. Now, thanks to the new MAD (Mastertronic Added Dimension) range many Mastertronic games are better than their full price competitors!

Consequently, four out of the twelve games in the budget collection are MAD games!

### Spellbound — £2.99 Spectrum/Amstrad/C64/Atari/(Soon MSX)

One of the first MAD games which has set the standard by which others are judged introduced a new style of arcade adventures. Using it's "Windimation" system the players use pulldown menus to perform adventure style commands on animated characters.

The plot revolves around your attempts as Magic Knight to save Gimbel the Wizard and seven other characters, including Thor, a Banshee, Florin a Dwarf and Lady Rosnar from a misfired spell that, instead of improving the flavour of Gimbel's rice pudding, transported them all to the mythical castle of Kahn.

During the game you will have to mend a lift that will only go up, tackle a wall you can't climb over, a candle that explodes when you light it and figure out how to get through a room full of deadly gas. All this while keeping seven characters alive and well enough to be rescued.

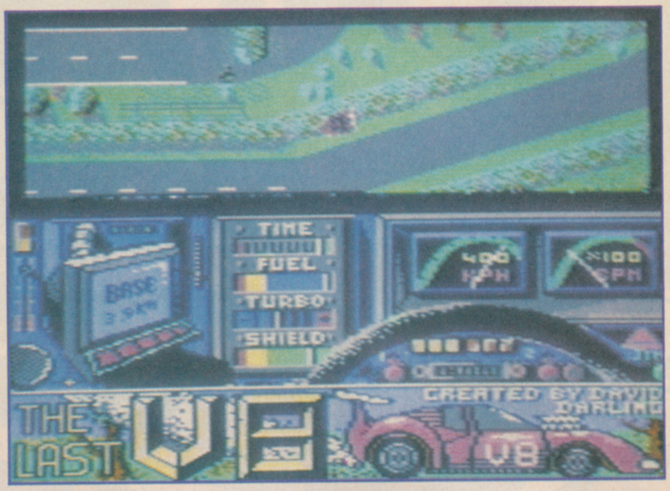
Luckily help is on hand in the form of clues written on objects and talkative characters although these many have to be pieced together like a jigsaw before they're any help.—

This gem of an arcade adventure is followed up by a sequel Knight-Tyme.

### The Last V8 — £2.99 C64/Amstrad/Atari/C128

The year is 2008, while on the devasted surface of a post nuclear planet you recieve a warning. A time delay bomb is about to explode. Luckily you're in your custom built, turbo charged, radiation shielded car so you stand a slim chance of reaching your base in time.

Superb music, smooth scrolling and digitised speech, all add to the action.

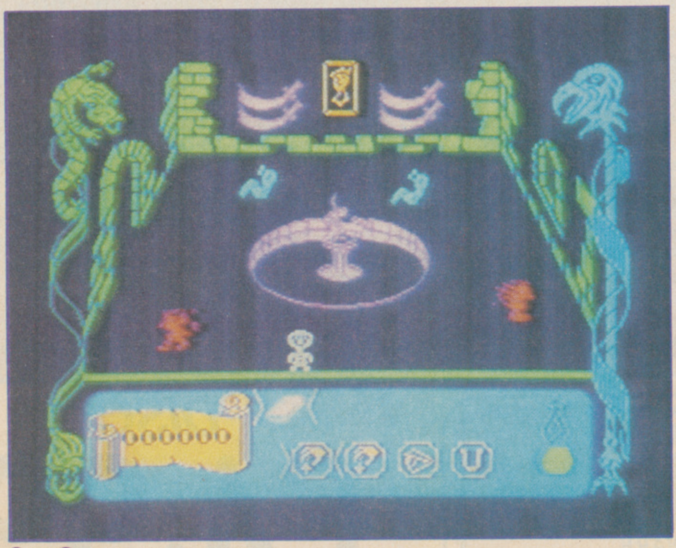


The Last V8

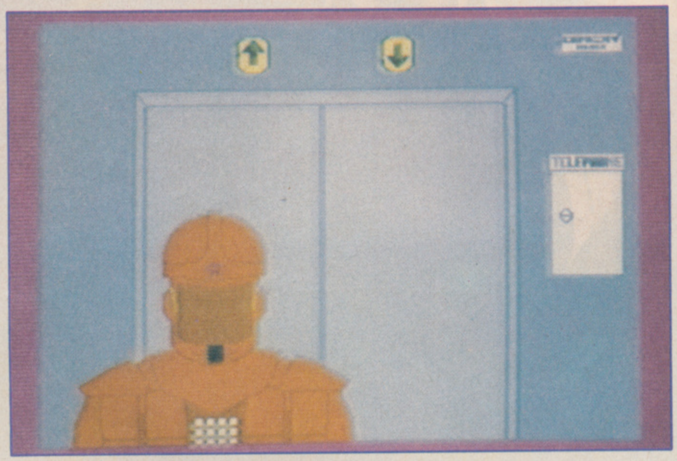
The latest V8 is now available for the C128 in a new expanded disk format which is reviewed elsewhere in this issue of Gamer.

### Con Quest — £2.99 Spectrum

The latest MAD game is an icon driven arcade adventure. It's at least a match for the current rage for Knight Lore clones although the graphics are more reminiscent of Atic Atac, the game that started it all. Add to the basic 3D format icons to pick up, drop, examine and use any held object (up to eight can be carried at any one time) as well as over 1,000 rooms packed with nasties determined to get you and you have a game that's a must for all arcade adventurers.



Con Quest



Countdown to Meltdown

### Countdown to Meltdown — £2.99 C64

This is the first in an offshoot of the MAD range, MAD Chrome, and is a rerelease of a game originally published at full price by Creative Sparks.

This superb game is a race against time to close down a reactor after a nuclear explosion. A second explosion is feared and so you are sent in with your team of android commandos to locate the reactor in the 2,000 room building which is split over 8 levels. Then by damping down the reactor rods there might just be a chance to avert disaster.

Each of your android commandos has different abilities which include strength, technology and movement speed and so you will use some to clear areas of the reactors defence systems and others to fix broken door locks.

As you pass through the reactor's rooms you will find dangers to battle and objects to help you. These include power packs for the commandos laser rifles, technikits to improve their technological skills, proton mines to blow everything in an area to pieces, medikits to repair weak of damaged commandos and radiation shields and damper units to help you complete your mission.

The commandos are controlled by joystick with single key commands to swap control to another android, search a room, use objects you have found, repair broken doors and save a game.

A remarkable game now at an incredible price.

# BUDGET

## Firebird

Firebird joined the budget battle eighteen months ago with an infuriating, manic miner style game called Booty, which sold over 150,00 copies. Unfortunately they haven't repeated the success although that may be about to change. Three new additions are set to add quality as well as quantity to the Silver range. Thrust has already done well and is about to be joined by Warhawk on the C64 and a Spectrum arcade adventure called Bombscare. These are both brand new releases and surprisingly both were sent in by unknown authors to an unsuspecting Firebird!

### Thrust — £1.99/C64

The resistance is planning an offensive against the Empire but before they can use the giant starships they have stolen they need some Klyston power pods that are stored on heavily guarded storage planets. Your job is to get them.

The pods are guarded by limpet guns that hang on the planets surface ready to blast you oout of the sky. However, they are powered by nuclear reactors that you can blast to temporarily weaken the guns, giving you time to grab the pod. Hit the reactor too much and it will go critical and destroy the planet. If you manage to time this right, just as you leave the planet (with pod in tow) you'll receive a hefty bonus. Then it's on to the next planet.

The first planet is a simple arrangement with everything including an extra fuel cell, on a flat surface. Unfortunately, further levels are a little more difficult with the pods hidden in underground caverns covered in limpet mines.

Rotate left and right, fire and thrust are the main controls of a ship taken straight from asteroids with the space bar activating a tractor beam used to pick up pods or take on fuel.

### Warhawk — £1.99/ C64

Warhawk is the latest working title of Firebirds superb arcade game in which you must blast your way through Uridium style landscapes with each level cumulating in a duel with a mothership that must be hit 30 times before it is destroyed. Before you get to the mothership you have to battle an incredible variety of attacking aliens that swoop and swarm at you. These you must despatch with your twin firing lasers before they sap some of your valuable energy. Lose all 9 of your energy pods and you lose the game.

The most dangerous aliens are the ones you can't kill although hitting them still scores you points. These include giant mines that are fairly easy to avoid and small, but deadly meteors that seem to track your every move.

This is definitely an "I'll have just one more go" game. Incredible action for only £1.99!

### Bombscare — £1.99/ Spectrum

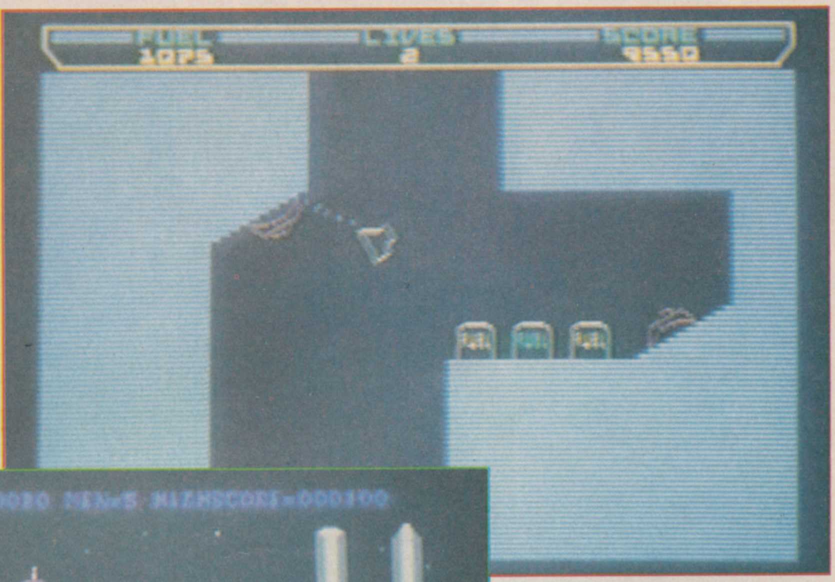
In bombscare you play the part of a small control robot who suddenly finds himself left with the job of diffusing a time bomb, left by the enemy, in the civilisation area where he works.

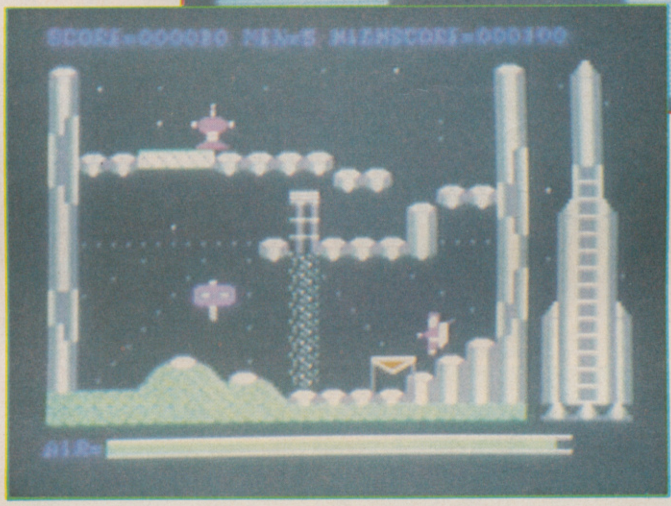
To do this he must find the objects he will need to defuse the bomb which are scattered throughout the games 200 3D rooms. Unfortunately he will also have to tacce an evil collection of energy draining nasties and teleporters without any instructions. So if you want to use them you'll have to figure out how to work them!

Bombscare is the work of 15 year old Jeffrey Bond and features an incredible amount of detail not only in each rooms graphics but also the smooth movement of the robot which when reduced to a pile of rubble is swept up by a dustpan and brush!

A superb debut from a new programmer.

Thrust





Metranaut

## Bubblebus

Bubblebus are another of the old guard of software houses that are now rereleasing some of their old games through their Minibus label. This is excellent news for people who missed the arcade action of Bumping Buggies or the table football simulation, Kick-off the first time around.

My favourite from the range is Metranaut.

### Metranaut — £1.99/ C64

Metranaut is a multi screen arcade game in which you must guide our hero through screens that you can design as well as play.

The object of the game is to clear the screen of hexagonal pods using lifts, runways and yor own leaping abilities to avoid the games nasties.

Once you've conquered the game you can redesign the screens using the editor to set up a new challenge for yourself or a friend.

A compulsive game that will drive you back for "just one more game".

# THE COLLECTION

# ~COMPILA

**Eric Doyle guides you through the crazy world of compilations**

ocean
U.S. GOLD
ULTIMATE PLAY THE GAME
They sold a
MILLION II
BRUCE LEE
PSION
match p
MATCH DAY
4
MONSTER HITS
COMMODORE 64
The Hit SQU
VIVA VIC!
THE VIC 20 COLLECTION
LLAMASOFT

Down in the bargain basement something stirred. Monster programs that have laid dormant for so many years huddled together in groups for warmth and a fusion occurred. Unleashed mega collections now threaten the very fabric of the software industry.

In his dark tower in the Square of Gold, the brooding editor sits surveying the scene with growing concern. "We must DO something!", he exclaims to his henchmen. No sooner does he speak than a great deluge of cassette cases descends upon him from above, totally obscuring him from view. From inside this cairn a muffled voice can be heard to say, "OK lads. I was only joking."

When we announced our intention to do a budget software special to the industry we never anticipated the phenomenal response that this would bring. It seems that the whole world has gone budget crazy. Collections and compilations galore now make the shelves of the retailers' shops groan under the weight. The fruits of the industry's labours have been harvested in a bumper crop of bargains.

How can we cope with this cornucopia? Which are the best buys and what does it all mean? Take my hand as I guide you through this wonderland of

# LATIONS ~

delights and disasters.

The shelf life of a computer game is about the same as that of an LP record. An initial flood of sales soon reduces to a trickle and then a slow drip. There is still life in the game but the shock of the new has given way to the desire for the next. The price is wrong and the cry is 'come on down'. One way of reducing the price is to bundle a few golden oldies together but not all compilations contain games you loved to play.

It consists money to develop a game and often the pre-productions costs are barely cleared by the profits in the marketplace. One way to make sure of a profit is to harness a failure or two with a fading blockbuster which has already covered its own costs and made a healthy profit. The result is an apparent bargain, lots of games going cheap. Working out the real price of such a package means sorting the wheat from the chaff and finding out exactly what you're getting for your money.

As an example, let's look at the Commodore 64 budget pack from Argus press Software. '30 Games' for just under a tenner works out at abut 30p a game. This seems like a real bargain but what's on the tape of real value? For my money there's a few of the excellent games from the sadly missed Taskset collection plus Schizophrenia and Quintic Warrior. Astrtal Zone is here too but, although it sold well in its day, it started to show its age a long time ago. From the collection I would estimate that about seven would have any lasting value. This makes the real value to me to be just over a pound a game. Still good value but no better than a lot of the smaller compiltaions around.

Most collections these days contain nothing but hits. The 'They Sold a Million' tapes have done extremely well in the Software Charts. The name may at first appear to be a bit of a cheat but it the worldwide sales of all the versions of each program are added together the figure exceeds a million.

The budget market was really pioneered by Mastertronic. Their concept of cheap, quality software in supermarkets and newsagents was sneered at by the established software houses. Many dismissed them as a flash in the pan,today gone tomorrow company. With a game costing just £1.99 how could they possibly last?

Last they certainly did and have gone from strength to strength. Their catalogue of success increases almost daily and the programs seem to improve as time passes. Spellbound, The Last V8 and Kickstart are games which would sell well at three times their price. No-one knows how they do it but they stand alone in a 100% budget market with no contenders.

One benefit of the boom is that complete collections of games released over a long period can be gathered together at one fell swoop. Often the new version include fast loaders which had not been developed when the game was first produced. This can be a blight as much as a boon.

If the program you want is the last of a string of games on a tape, a normal search and load by the program name may not be possible because the closer packed information on the preceding programs can have strange effects on your computer. Resets and crashes can occur which means that the only way to grab your current favourite from a compendium tape it to load each game in turn and catalogue the tape counter value at the end of each load. What if you're recorder hasn't got a tape counter? Hard cheddar!

The best compilations often only have four programs in a twin cassette pack, one game per side. To make these real bargains at least three of the games must be high quality but the greatest advantage is that the game you want can easily be found, even if the tape has to be rewound to load it.

The larger the pool of companies the programs are drawn from the better the tape should be. This is not always true, every rule has its exceptions, but, as a rule of thumb, it should be borne in mind.

The first compilation to really take the games world by storm was the 'Soft-Aid' tape masterminded by Rod Cousins. For the first time the barriers between companies were broken down in a charitable venture to help the famine stricken people of Ethiopia. As with the Band-Aid concerts, there was a lot of ill feeling and egotistical infighting behind the scenes but for the customer everything was sweetness and light. A great collection with that added inner glow of doing some good in the world was the reward.

Since then we have also seen the 'Off the Hook' anti-drug collection which did not stand out so much as its predecessor because of the flood of budget products which are now available.

All machines now have a series of low cost collections for them. Even the discontinued VIC-20 has been graced with the collected works of Llamasoft's Jeff Minter. The VIC was the first computer to offer the essential elements for arcade games, beating the superior Spectrum by a mere matter of months. 'Viva VIC' contain the programs which made Minter's name and also showed the world what could be done with very modest memory requirements and restricted screen resolutions. As a historical document of increasing sophistication Viva Vic and Jeff's Yak's progress for the C64 shows a different aspect of compendia as potential collector's items of the future. Perhaps if the legal wrangles can be sorted out we may also get the Christian Urquhart or the Tony Crowther collections.

Another aspect of the collector's collection is demonstrated by the Berks Trilogy for the Commodore C16 and Plus 4. The three games involve the eradiction of the Berks robots and their creator Major Blink.

Sequels to success games have always been popular, especially with their creators, and the prime example is the '10 Pack' Piman collection from Automata for the Spectrum. The link here is not so much the Piman himself that the whacky sense of humour of the Automata team. This bumper bundle spans a wide range of programs with the majority involving arcade action supported by two adventures and even a utility.

As a games reviewer, I'm surprised at the rapidity with which new programs appear in collections so soon after their full price release. it makes me wonder where the future of software will lie. Are we witnessing a new aspect of the games scene or the dawning of a new pricing system for software which will stretch across the board?

Think about it. By reducing the cost of a game the profit per cassette is reduced accordingly. the lower price now places the game in the pocket money bracket and will probably sell more copies and could make a larger profit for the company.

Alligata, US Gold, Firebird, the list of companies starting their own budget labels is growing longer and longer. In many cases the new labels are a way of marketing simpler games which don't justify charging the full price. Some are good despite this, others are awfully dull. In many cases the best way to tell if a bargain is a bargain is to keep buying Gamer and read our review pages.

Some computer owners are benefitting more than others. More and more of the MSX titles are appearing at low prices from their launch date because the comparatively small user base means a more aggressive marketing strategy in necessary. The low cost labels have also given rise to one of the worst puns in the industry. Alligata have called thier budget label Budgie because the games are going cheap!

Legendary games of the past are still great fun to play but very hard to find. In the early days of computerdom the multitude of Pacman, Space Invaders and Mr Do games littered the software landscape.

In this sophisticated era only the Amstrad and C16/Plus 4 are graced with the occasional rave on the graves. For the rest true versions of the arcade originals are hard to find. US Gold have come to the rescue for C64 owners with their Arcade Classics from Datasoft. Here on one tape are Mr Do, Pacman, Pole Position and Dig-Dug (Wot, No Invaders?) There is still a lot of enjoyment involved in ths little bunch and the games go down great with friends who are new to computer gameplay.—

Perhaps we'll soon see a megacollection including Ping-Pong Tennis, Brickout, Dogfight and all the other old chestnuts as an historical document of the development of arcade games over the past twenty years.

For my money They Sold A Million series seems to hold everything I look for in a collection with Virgin's Now Games series coming a close second. The Million set has three blockbusters and a near miss on each tape with clone equivalents for all the major computers. The games are varied in their styles and easy to load with one game per side of a twin cassette pack. An example selection for the Amstrad includes US Gold's Beach Head, Ocean's Daley Thompson's Decathlon, Software Project's Jet Set Willy and Ultimate's Sabre Wolf. Each one is an example of a different aspect of the art of games programming and the success of this series proves that thousands of others agree with me.

The fantastic success of the compilation phenomenon proves that their is still life in the old games long after their sell-by-date has been exceeded, not dead but only sleeping.

# Budget Buyers Guide

## We've tested over 100 games to help you choose the best in budget software

Picking out a good game from the rest is never easy. That's even more the case now for budget software with new titles being released almost every day.

To help we've tested over 100 games and here are our findings.

For each game you'll find the title (in alphabetical order), the label it's published under, the machinesit's currently available for, a mark out of 5 (1 poor, 5 the best) and a brief comment from our reviewer.

Obviously this can only be a snapshot of the current budget software available as other games are released we will cover them through the normal news and reviews sections.

G **Action Biker/Mastertronic** ........ **C64,Spec,At.**
3/3D action through a city of ramps and obstacles

G **Aqua Racer/Minibus** ........ **C64**
3/Speed boat race game over 20 courses.

**Apollo 2/Mastertronic** ........ **Spectrum**
2/A version of the classic luna lander game.

**Bandits at Zero/MAD** ........ **C16**
4/Defender style shoot-em-up.

**BMX Racers/Mastertronic** ........ **C64,Spec,C16**
3/Race through a park strewn with hazards.

G **BMX Trails/Mastertronic** ........ **C64**
3/6 BMX trials to test your pedal power

**Bombscare/Firebird** ........ **Spectrum**
5/Diffuse the bomb in this 3D arcade adventure.

G **Booty/Firebird** ........ **Spec,C64**
3/Infuriating platform game set on a pirate ship.

**Brainstorm/Minibus** ........ **Spectrum**
3/A bright, colourful, fun platform game.

**Breakdance/Americana** ........ **C64**
2/Simon variant in which you must mimic dance moves.

G **Bump,Set and Spike/Mastertronic** ........ **C64**
4/Play volleyball indoors or on the beach.

G **Bumping Buggies/Minibus** ........ **C64**
4/Fun racing game in bouncing buggies.

* **Captain Kidd/Bug-Byte** ........ **C64,Ams.**
3/Defuse the bombs but avoid the traps and the killer boots.

**Caves of Doom/Mastertronic** ........ **Spec. Ams.**
2/Restrictive passageways spoil this platform game.

G **Caverns of Eriban/Firebird** ........ **C64**
2/Deliver supplies to underground caverns in scramble variant.

G **Cave Fighter/Minibus** ........ **C64**
3/Battle your way through 31 screens.

G **Chiller/Mastertronic** ........ **C64,Ams,MSX,Spec**
3/Bestselling platform game.

**Claws of Despair/Players** ........ **Spectrum**
3/Standard fantasy story as you seek the Staff of Sarfrin.

**Con Qust/MAD** ........ **Spectrum**
5/Icon driven, 3D, arcade adventure.

* **Countdown Meltdown/MAD Chrome** ........ **C64**
5/Control 8 robot commandos as you try to stop a nuclear explosion.

**Curse of Shaleth/CSL** ........ **Spectrum**
3/You only have ten days to remove an ever tightening collar.

G **Cyclu/Firebird** ........ **Spec,C64**
2/Overly complex 3D arcade adventure.

**Death Race 16/Atlantis** ........ **C16**
3/You have seconds to over take as many cars as you can at speeds up to 300 mph.

G **Desert Hawk/Players** ........ **Spec,C64**
3/Choplifter variant.

**Devils Crown/Mastertronic** ........ **Spectrum**
4/Excellent arcade adventure in a sunken ship.

**El Dorado/Atlantis** ........ **Spectrum**
2/A search for gold as you help an Inca God.

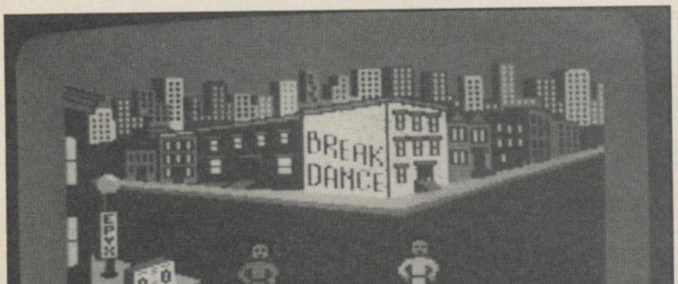
* **Electrix/Players** ........ **C64**
3/60 screen fix wires — avoid nasties game.

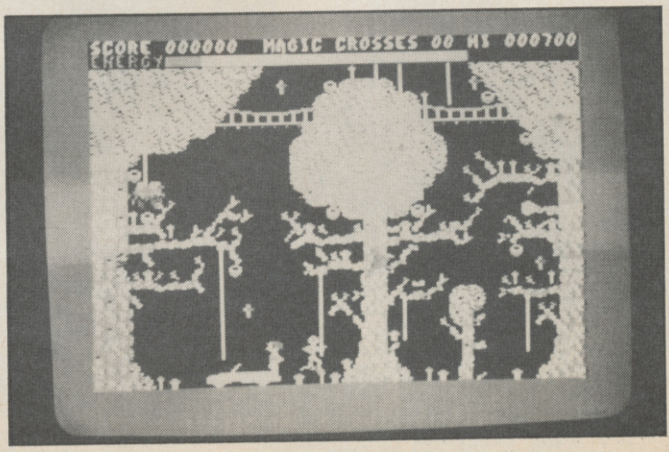
**Empire Strikes Back/Mastertronic** ........ **Spectrum**
3/Dodge the planets then solve the mazes.

**Escape Devil Island/CSL** ........ **Spectrum**
3/Imprisoned for a crime you didn't commit. Can you clear your name.

G **Finders keepers/Mastertronic** ........ **C64,Ams,MSX,Spec**
The arcade adventure prequel to Spellbound

**Flyer Fox/Bug-Byte** ........ **Spectrum**
4/Combat flight simulator — with speech.





ATLANTIS

LICENSED TO THRILL
AMERICANA
SOFTWARE

ΩMEGA
ALPHA
The first and last word in software

FIREBIRD

PLAYERS

M.A.D.
GAMES
MASTERTRONIC'S ADDED DIMENSION

BUDGIE
BUDGET SOFTWARE

**Flying Feathers/Minibus** .......................... **C64**
2/Poor bird shooting game.

G **Formula 1 Simulator/Mastertronic** .. **C64,Ams,Spec,C16,MSX**
4/Racing simulation with a choice of 9 grand prix circuits.

* **Golf/Yes** .......................... **C64,BBC,Ele**
3/2D golf simulator.

**Hero Golden Talisman/MAD** .......................... **C64**
2/The only disappointing MAD game.

G **Human Race/Mastertronic** .......................... **C64**
3/A collection of 5 linked screen games.

G **Hustler/Minibus** .......................... **C64,C16,Ams**
4/Budget priced pool action.

* **Ice Palace/MAD Chrome** .......................... **C64**
5/Part action part adventure as you try to piece together the ice crown.

**Into Oblivion/Mastertronic** .......................... **Ams**
1/Even Mastertronic make mistakes.

**Journey Eddie Smith/Players** .......................... **Spectrum**
4/A top scientist has had an accident and threatens to blow up the world in the budget game with the longest title — Journey to the centre of Eddie Smith's Head!

* **Journeys End/Mastertronic** .......................... **C64**
4/A three part role playing game in which you must find the elixir of Hagar.

* **Kentilla/Mastertronic** .......................... **C64**
5/The best traditional adventure so far released at as budget price.

G **Kick-off/Minibus** .......................... **C64**
4/A table football simulation.

G **Kikstart/Mastertronic** .......................... **C64,C128,C16,At**
3/Split screen navigate the hazards bike game.

**Knight Tyme/MAD** .......................... **Spec 128, Spec**
4/Worth successor to Spellbound. 48K version reviewed this issue.

**Labyrinthian/Budgie** .......................... **Spectrum**
2/Complex "Atic Atac" derivative.

G **Last V8/MAD** .......................... **C64,Ams,At,C128**
5/Steer your customised car back to base before a bomb explodes.

**Mafia Contract/Atlantis** .......................... **Spectrum**
3/Nobody trusts you in this tale of gangland warfare.

**Marie Celeste/Atlantis** .......................... **Spectrum**
2/A variation of legend this time set on a pirate ship.

G **Master of Magic/MAD** .......................... **Spec,C64**
5/A menu driven adventure in which you explore caves and battle monsters.

**Molecule Man/Mastertronic** .......................... **Spectrum**
4/3D arcade adventure plus a screen designer!

* **Metranaut/Minibus** .......................... **C64**
5/Collect the pods to complete the screens, When you've finished them all design some more yourself.

**Moonshuttle/Americana** .......................... **C64**
2/Shoot-em-up featuring alternate screens of asteroids and aliens.

G **Mr Mephisto/Bug-Byte** .......................... **C64**
3/Multi screen climb up the stairway to heaven.

**Mr Puniverse/Mastertronic** .......................... **C16**
4/A must for C16 owners.

**Neutral Zone/Americana** .......................... **C64**
2/Unreleased shoot-em-up from Access.

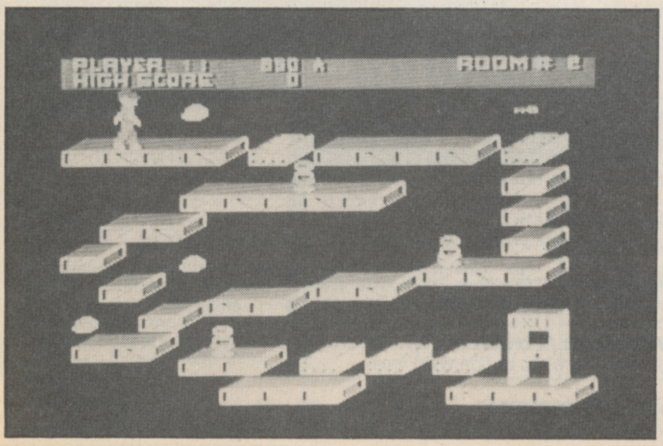
* **New York City/Americana** .......................... **C64,At**
3/Explore the sights of New York as you solve platform puzzles by foot, road, subway and hospital.

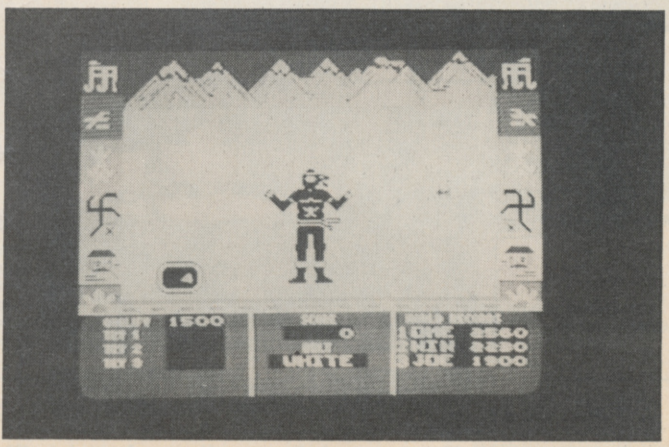
G **Ninja Master/Firebird** .......................... **Spectrum**
2/Four "reaction" Ninja tests.

* **Ollies Follies/Americana** .......................... **C64,At**
3/24 Screen Bounty Bob style platform game.

G **Ollo/Bug-Byte** .......................... **C64**
5/Two superb shoot-em-ups for the budget price of one.

* **Phantom Asteroids/Mastertronic** .......................... **C64**
Blast the phantoms in this jetpac powered platform game.





✱ **Quest Holy Grail/Mastertronic** .......................... **Spec,C64**
3/Monty Python humour as you battle against killer bunnies and knights who say "NIC".

✱ **Raskel/Budgie** .......................................... **C64**
3/"If it moves, blast it" defender style game.

**Return to Ithaca/Atlantis** .............................. **Spectrum**
1/Set in classical Greece, you must reunite Odysseus with his wife.

✱ **Return of the Space Warriors/Alpha Omega** .............. **C64**
Joust with egg shaped aliens.

**Revenge of C5/Atlantis** ................................... **C64**
2/Race a C5 across country while avoiding obstacles.

**Rockman/Mastertronic** ........................ **C16,Spec, Vic**
3/A cross between Boulderdash and Digger.

**Ronald Rubberduck/Players** ................................ **C64**
3/Control a robot duck through 8 screens of deadly frogs and octopuses.

✱ **Scrolls of Abadon/Americana** ........................... **C64**
4/Pick up gems and use magic to fight monsters in this search for the amulet.

**Se-Kaa of Assiah/Mastertronic** ....................... **Spec,C64**
2/Two adventures for the price of one as you try to defeat the dark hordes.

**Seabase Delta/Firebird** ............................... **C64,Spec**
3/Famous reporter tries to escape from enemy in mini submarine.

G **Sentinel/Americana** ..................................... **C64**
5/Superb 3D combat space game.

✱ **Shamus/Americana** ...................................... **C64,At**
3/Beserk variant. Explore the mazes to search for the shadow.

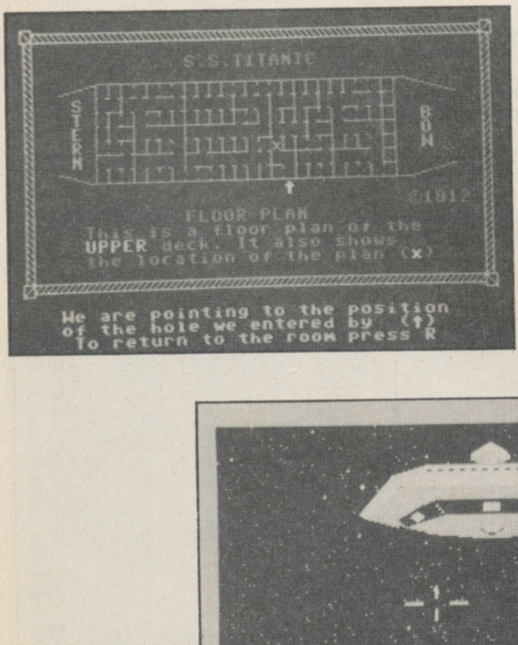
**Shoot-em-up/Budgie** .................................... **C64,At**
3/Minter style game in which you must blast wierd aliens.

**Sinbad & Golden Ship/Mastertronic** ..................... **Spectrum**
Your first task is to get ashore before you can search for the mythical vessel.

**Soul of a Robot/Mastertronic** ......................... **Ams,Spec**
3/Weird sequel to Nonterraqueous.

✱ **Slamball/Americana** ..................................... **C64**
5/4 Screens of scrolling pinball action.

**Sodov the Sorcerer/Bug/Byte** ......................... **Spectrum**
2/Spectrum conversion of Gandalf.



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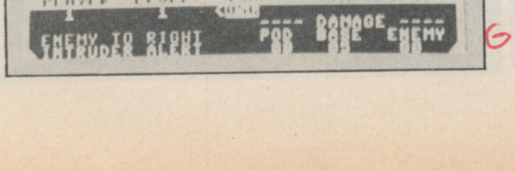
FLOOR PLAN
This is a floor plan of the
UPPER deck. It also shows
the location of the plan (x)

We are pointing to the position
of the hole we entered by (↑)
To return to the room press R



G **Spellbound/MAD** .................................... **C64,Spec,At**
5/Excellent arcade adventure featuring window menus.

**Spike/Firebird** ....................................... **Spectrum**
3/Platform game.

**Spikey Harold/Firebird** ............................... **Spec,Ams**
4/Infuriating platform game that gives you 15 lives.

**Super Sam/Budgie** ..................................... **Spectrum**
3/Enjoyable arcade adventure with some original touches.

**Sport of Kings/MAD** ................................... **Spectrum**
3/Icon driven gambling game for up to 8 players.

**Superbowl/Budgie** ........................................ **MSX**
3/3D American football simulation.

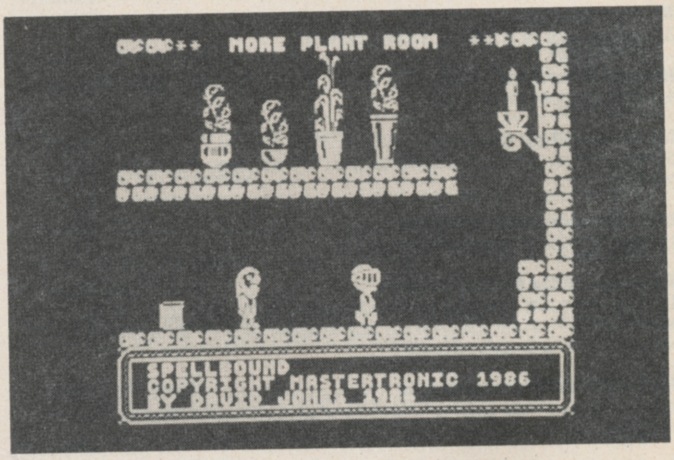
**Superbrat/Atlantis** ................................... **Spectrum**
1/Appalling tennis game.

✱ **Tales of the Cat/Budgie** ................................ **C64**
3/Odd 15 screen arcade game.

**Tazz/Minibus** ............................................ **C64**
2/Poor Robotron variant.

**Tennis/Bug-Byte** ...................................... **BBC,Ele**
3/Not a wimbledon champion but it doesn't have many faults.

**The Captive/Mastertronic** ................................ **C64**
2/poor graphics lets down this novel arcade adventure.



**Temple Terror/Atlantis** ............................... **Spectrum**
2/Find an elixir in a temple to save your daughter from an incurable disease.

G **Thrust/Firebird** ........................................ **C64**
5/A superb arcade game requiring precision, dexterity and an accurate firebutton.

✱ **Titanic/Yes** ......................................... **C64,Spec**
4/Search for gold in the Titanic but first you must get the backing.

**Tutti Frutti/Mastertronic** ............................... **C16**
3/Simple version of Mr Do.

**Twin Kingdom Valley/Bug-Byte** ..................... **C16,BBC,Ele**
4/Confusing graphics adventure.

✱ **Velnor's Lair/Atlantis** .................................. **C64**
4/Will you ba a wizard, warrior or priest as you explore Mount Elk.

✱ **Velocipede/Players** ...................................... **C64**
4/Fix bike then drive through screens of nasties until you reach the beach.

✱ **Vidcom 64/Alpha Omega** ................................... **C64**
5/Not a game but a budget graphics package.

✱ **Vortron/Budgie** .......................................... **C64**
3/Fine joystick control is required in this shoot-em-up.

✱ **Warhawk/Firebird** ........................................ **C64**
5/Uridium style shoot-em-up.

**Wild Bunch/Firebird** .................................. **Spec,Ams**
2/Adventure set in the wild west.

G **ZZZZ/Mastertronic** .................................. **Spec,C64**
2/Part icon driven game in which you must escape from a dream.

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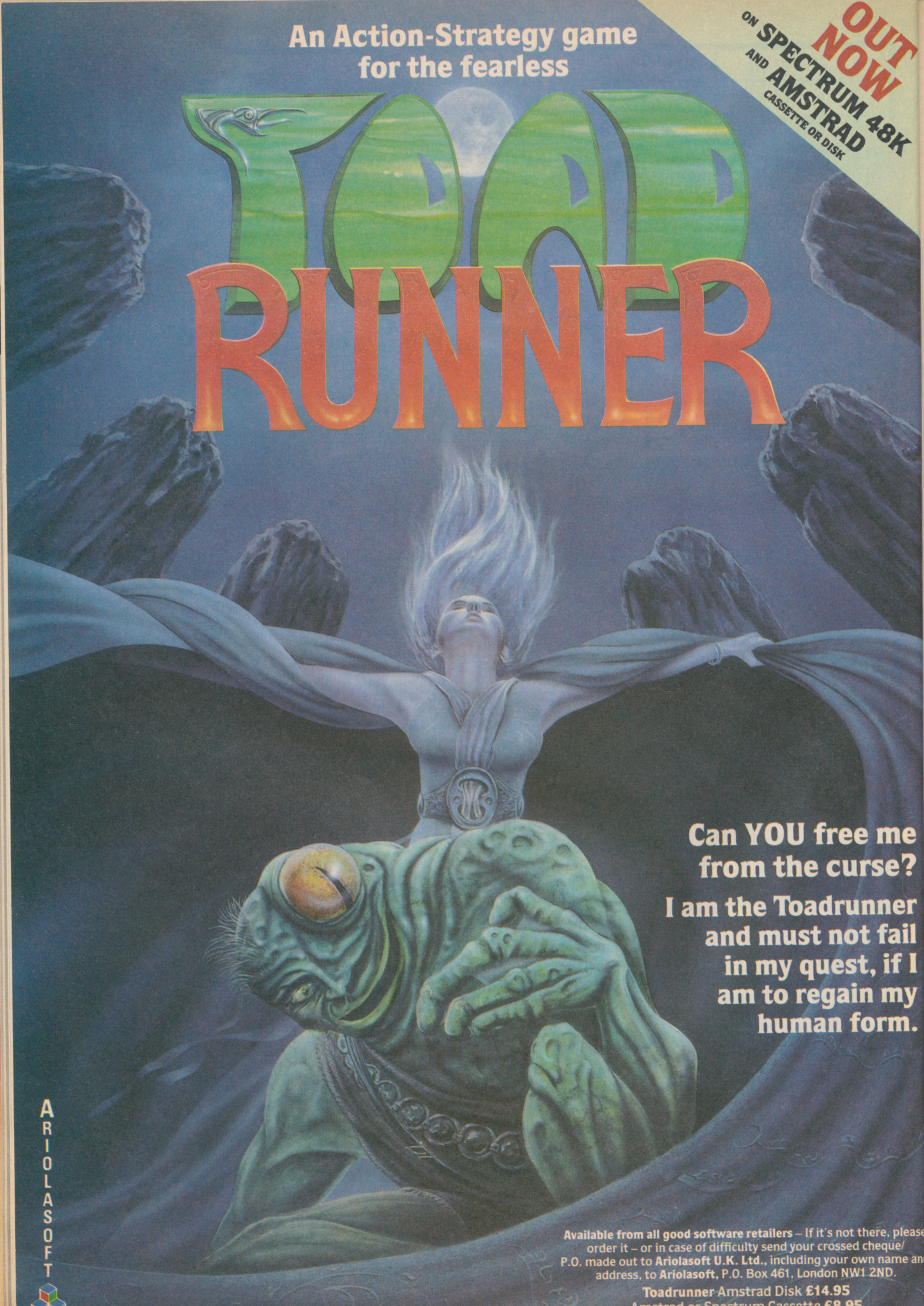
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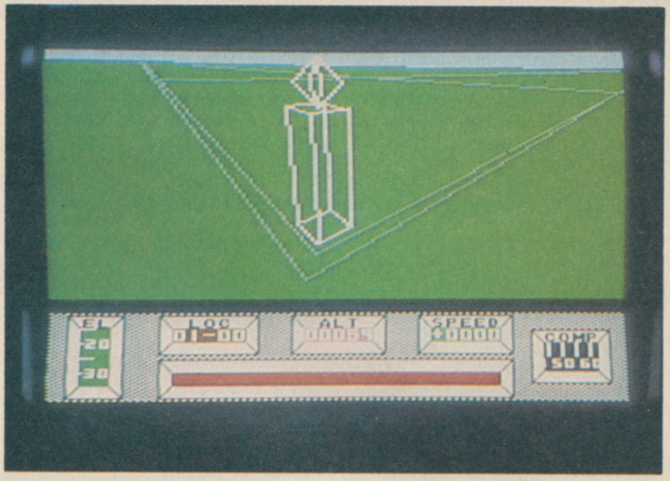
# ARCADE *REVIEWS*

**Title:** Mercenary
**Computer:** Plus/4 (N.B. NOT C16)
**Supplier:** Novagen
**Price:** £7.95



When you think about it carefully enough,it isn't all that much trouble to convert a C64 game to the Plus/4 as long as sprites are not used. Well., Mercenary doesn't use sprites, so the much lacking Plus/4 market is having itself tested by this well known product.

Mercenary came out in a blaze of publicity and praise on the Commodore 64 and Atari eight bit a few months ago, almost as a sideline from the Spectrum and Amstrad conversions it seems, this version has leaked out.

Mercenary is an 'Elite' type game with full 3D vector graphics in the same style, but in a completely different setting. The game starts out with your craft crash landing on a world at war between the people on it and their robots. Your wrecked ship is in the middle of one of their cities.

As a mercenary, and a shipwrecked one at that, your mission is to destroy the mechanoids (or at least capture one of them), make as much money as possible, and escape to a spaceship capable of interstellar flight.

In the meantime you solve the game in an adventure type of way, solving puzzles and mapping out the underground complexes.

Once you have your mission and all your extra equipment, there are more buildings to protect/destroy. Baddies to fight it out with, and more complexes to explore — like the space station and colony craft.

The Plus/4 version seems indentical to its Commodore and Atari ancestors, except a little faster perhaps? Maybe it's just a bit smoother.

An excellent game for the Plus/4, and one of the few that aren't just small C16 games. A must for any Plus/4 owner. **M.R.**

PLANET RATINGS

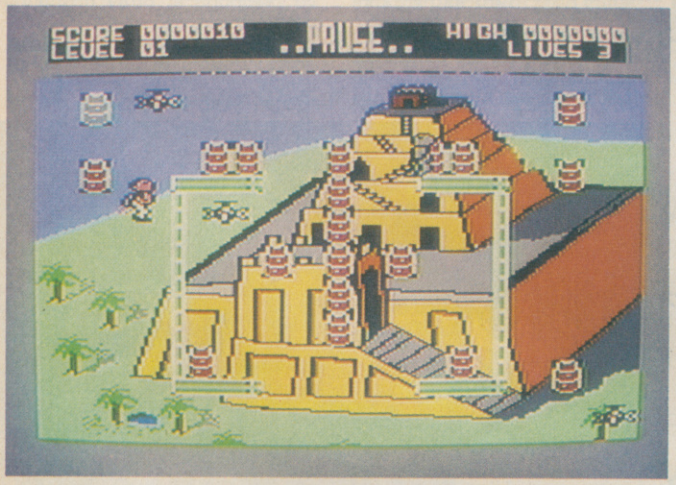
| | |
|---|---|
| Originality | ●●●●● |
| Graphics | ●●●●● |
| Use of machine | ●●●●● |
| Value for monay | ●●● |

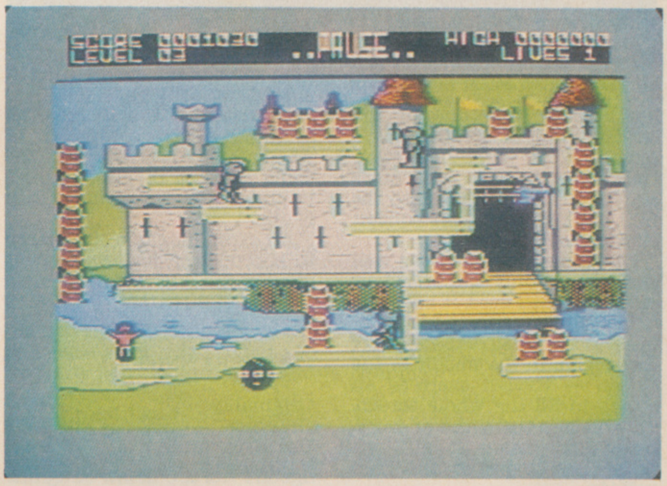
STAR RATING

Nova

---

**Title:** Bombo
**Computer:** Commodore 64
**Supplier:** Rino
**Price:** £9.95





This is not Bombjack. Honest! If it was it would say so on the packaging. It doesn't, so it can't be. But that's the only reason why it isn't.

In the continuing absence of Commodore Bombjack, this version will have to do.

Gameplay may be familiar to those of you who frequent arcades with the older types of games in them (i.e. Bombjack machines). A wave of insurrection has left the world littered with bombs (so says the instructions). You and your trusty jetpack have to clear the pyramids of ancient Egypt (though the graphics show South American pyramids — but I think that they look much better than the boring Egyptian type), castles of Medieval England, and the streets of New York (though some people may think that blowing up New York is the best thing to do to it, it doesn't improve your score!).

Flashing bombs are likely to explode, so you score a bonus for them. Hindering your progress are evil eyes, little grey men, and what look like vultures, these chase you around the screen and do away with you at the soonest opportunity.

Bonuses are available as disks that whizz onto the screen giving you either extra lives, extra bonuses from the flashing bombs, and a pause thingy that freezes all the baddies and allows you to score points off them as well.

The background graphics are excellent and in pseudo-3D that makes them look ever so nice. The music is also very good.

The title screen is more of a demo for the author's book on machine code — but that (the screen not the book) is put together quite well.

As I said earlier ther is no Commodore Bombjack at the moment, and —Bombo is the only thing on the market to fill that gap, and filled it very well. It remains to be seen whether the real Bombjack will recover from this early onslaught. **M.R.**

PLANET RATINGS

| | |
|---|---|
| Originality | ● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING

Red Giant

---

**Title:** The Comet Game
**Computer:** C64, Spectrum, Amstrad, Atari
**Supplier:** Firebird
**Price:** £7.95

Despite the fact that he is in a state of suspended animation, the pilot of your spaceship still appears to require vast amounts of coffee to keep him going. Supplying him with his needs is only one of your tasks as the spaceship's onboard computer. And why? All because some scatterbrained scientist back on Earth is convinced that there is life in that vast lump of ice popularly known as Halley's Comet. Of course, no-one really takes him seriously, but just on the off chance that he might be correct,

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you and your comatose pilot are off to go and blast any of the deadly germ bags that just may be lurking there.

Your first task is to reach the comet, and in order to achieve this, you must deal with any emergencies that crop up en route, This involves playing twenty mini games selected at random from five problems that can occur, Defending the ship from incoming missiles takes you into a simplified missile command game. If the computer (you) breaks down, you have to turn a series of LEDs on to match a predetermined pattern. Aligning our antenna correctly involves rotating it and listening for the highest frequency whilst saving the life suport system from germ infestation requires you to blast the germs as the bounce round a large rectangular room. The final emergency that you have to handle is keeping your pilot topped up with coffee which is done by manipulating icons representing filling the jug, grinding the coffee and injecting it into your man etc. Most of the tasks have to be accomplished in a strict time limit. Failure to complete a task means game over time — no such thing as three lives here. Should you survive twenty of these tasks, its you against the germ bags in a shoot-em-up.

The game's graphics are nothing startling. A series of icons at the top of the screen tell you which emergency is coming next. The icons at the bottom of the screen have no relevance in the game. Comet game would have been an average budget game. At £7.95, I think that it is grossly over-priced.

PLANET RATINGS

| | |
|---|---|
| Originality | ●● |
| Graphics | ●● |
| Use of machine | ●● |
| Value for money | ● |

STAR RATING

White Dwarf

---

**Title:** Spy Hunter
**Computer:** BBC Micro
**Supplier:** US Gold (Concept Bally Midway)
**Conversion:** Micropower)
**Price:** £9.95

Spy Hunter was one of the earlier imports in US Gold's history, Now, with their relatively (by other company's standards) large entry into the BBC market, comes the conversion to the Acorn format.

The game converts over well and though only a four colour mode has been used, it has been used well. The action takes place in a window a half of the width of the screen, in the middle of the screen — though there is an option to fill the whole screen. This doubles the width of everything and makes it all look rather fat! I prefer the thin version.

The graphics are highly detailed — again offsetting the lack of colours, and the speed of movement is exceptionally fast, though some flickering can be detected on the edge of the screen when it is scrolling fast.

The key layout is fairly well thought out, but one or two of the control keys could do with slight re-positioning, there are eight to use, and the combination chosen couldn't suit everybody.

The conversion itself sticks close to the original Coin-op favourite, oil slicks, smoke, rockets and helicopters, machine guns, boats, etc. nothing is missed out.

The music too, is true to the original, and the arrival of weapons vans is greeted with the same amount of glee, remembering what extra weapons they bring.

An excellent game, full marks to Micropower, for an excellent game and to US Gold for daring to market a BBC game. **M.R.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

STAR RATING

Red Giant

---

**Title:** Splitting Images
**Computer:** Spectrum
**Supplier:** Domark
**Price:** £7.95

Any similarity between real life characters and characters portrayed in this game is purely intentional. Splitting Images is a variation of the old sliding puzzle game where the object is to slide blocks around a gird as you try to build up a recognisable picture. There are however several original features.

The first main difference is that you start off with an empty grid and can bring pieces on as you require. Before you think that this will make the game too easy, you should note that every time you move a peice, it continues in a straight line until it reaches either another piece of an edge. Pieces are simply controlled by moving a cursor around. Holding down the fire button fixes a piece and moving the joystick slides the piece of the puzzle in the required direction. The pieces not on the board are deemed to be in a queue and there are three opening and closing windows which you can use to dump unwanted bits. These discarded pieces then go to the end of the queue.

Not every block is used in making up the final picture. There are extra pieces that can score bonuses or cost lives if they are not disposed of quickly. For example, on the first picutre of Ronald Reagan, you get bonus points if you can slide a picutre of the American flag next to that of the Russian flag, but if a bomb appears you only have five seconds to slide it off the screen or move it against a tap which will defuse it. Bonuses can be in the form of extra time or points although you must take care that you do not create an explosive mixture. The entire game is played against a time limit and you start off with three lives.

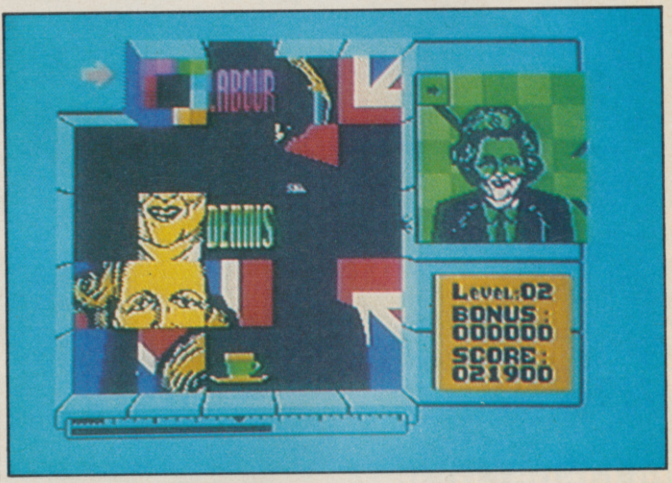
On screen presentation is very well done. Apart from the main screen, there is a smaller screen showing what the finished product should look like and where the individual pieces go. Another window gives details of your score and a sliding scale at the bottom shows how much land you have left. The picutres themselves ar well drawn and with the exeption of Neil Kinnock on the third screen appear to be instantly recognisable. My only grumble is that I would have preferred it if the pictures appeared in a random rather than fixed sequence. Nevertheless, a highly .original and thoroughly enjoyable game.

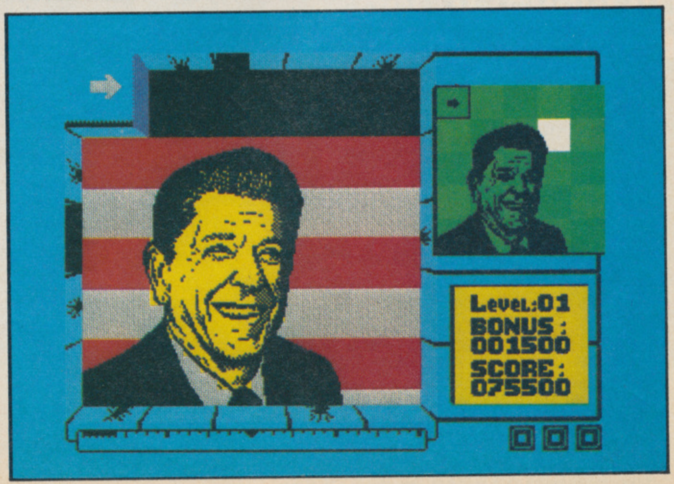
PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

STAR RATING

Red Giant





| | |
|---|---|
| **Title:** | **Dambusters** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **US Gold (origination: Sydney Developments** |
| **Conversion:** | **James Software)** |
| **Price:** | **£9.95** |

Yet another conversion for the Amstrad from those ever tireless US Gold people. One advantage of reading a broad spectrum (no pun intended) games magazine like Gamer is that you can get all the news and developments in the games world, whether they are for your machine or not. Dambusters was released for the Commodore 64 over a year ago — and was duly reported in Gamer, But Amstrad owners are only just seeing this game. However the discerning Gamer reader will instantly recognise the title. The point of all this is that I have to assume that some readers will not be regulars usually read one of the other titles, and has merely bought this issue to see what will be in his mag in a couple of months, so I'd better explain what the game is all about.

Dambusters is a game based around the exploits of 617 Squadron (and is endorsed by them). Who, in the middle of the last big war, busted a few dams in the industrial heartland of the Rhur Valley. This is where Germany was producing most of its weaponry. The idea being, that if you flooded half of Germany, the other half will soon lose interest and everybody will be able to go home.

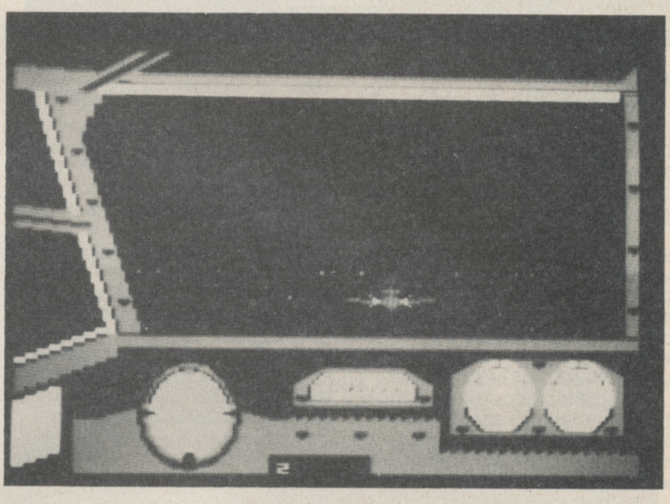
The plan required the use of a new weapon, popularly called the 'bouncing bomb' — mainly because that's exactly what it did. However, the operation of this bomb requires you to be flying at a precise speed and height, and at an accurate distance from the target. These are the main problems for you to solve in the game.

The game is something more than a flight simulator. Mainly because you can choose the jobs you do around the plane. There are six different posts assigned to pilot, navigator, engineer, front gunner, tailgunner, and bomb aimer. They are switched between by using the appropriate numbered keys. If anything needs your immediate attention — like a barrage ballon suddenly appearing — then the number will flash at the bottom of the screen to tell you that you are needed elsewhere.

The pilot's station shows a forward view along with some instruments. These control the attitude of the plane as communicated via the navigator, which shows a map fo the route from England to Germany. The map is very well done and detailed showing up places of interest to avoid — heavily defended towns etc. and ends up looking like an AA road guide.

The two turret positions are similar and allow you to fend off attacking aeroplanes and balloons, and also to shoot out searchlights. The forward gunner's position also doubles as the bomb aimer's when it comes the time to drop the bomb. Showing the broom handle sights.

The engineer's position shows engine status information and has all the appropriate controls to alter fuel mix, engine speed etc.etc. getting the hang of this bit is probably the most important part of the game.



The bomb aimer's usual station shows the controls for spinning up the bomb prior to launch and the controls for the light beams that were used to control the height of the plane — keeping it at a steady 60 feet.

All these positions are illustrated graphically (in the pure literary sense of the word) and show levers and lights being moved just as they would have been.

The game is played realistically from start to finish and requires you to fly out over the channel, pick a route through the heavily defended fatherland. Then you have to navigate well enough that you find one of the dams the right way around and you are pointing in the right direction.

Dropping the bomb is probably the greatest challenge of them all, there are just so many things to watch out for. Though you can rightly feel proud to have completed it.

Flight simulators always get indifferent reviews in the computer press with cries of 'oh no! please don't give me another flight simulator to review' being heard from the Editor's private suite in our office where he deals out the day's assignments. But Dambusters has some point to it rather than just to fly around in circles. Great idea, great game.

**M.R.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●● |
| Value for money | ●●● |

STAR RATING

Red Giant

---

| | |
|---|---|
| **Title:** | **Commando** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Elite (concept CapCom)** |
| **Price:** | **£7.95** |

Having played the Coin-op version of Commando, I was slightly disappointed with the earlier conversions of the game that I have seen (especially the C16 version, but just getting it that far was a feat in itself and I complement the programmer on that . . .). However, the Amstrad conversion seems to convey the gist of the game more than the others.

I shan't bore your with descriptions of the game, as you would have to have been hiding in a cave in outer-Mongolia not to have heard of it (apologies to all cave dwelling outer-Mongolian readers, but then they probably have subscriptions . . .).

As mentioned before the conversion has the gameplay of the game down pat. The graphics are also very good, there being no flicker to speak of.

Full use has been made of the Amstrad's 16 colour mode, and the reduction in resolution is hardly noticable. Gameplay is also very good, with the little men just as evil as they always have been. Grenade control is a bit tricky with them being launched by the space bar, but that's a problem caused by joysticks with only one fire button, something that we are rather stuck with at the present. The only alternative is to use the keyboard.

A good conversion of the Coin-op game, Though I think 'Who Dares Wins II' just has the edge, though as games they are very similar.

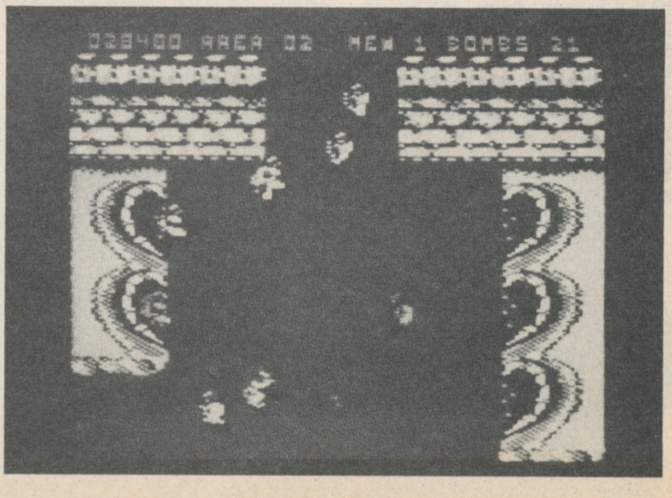
**M.R.**

PLANET RATINGS

| | |
|---|---|
| Origianlity | ● |
| Graphics | ●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING

Bright Star



**Title:** The Fifth Axis
**Computer:** Amstrad
**Supplier:** Activision (origination: Loriciels)
**Price:** £9.95

Imagine a cross between Impossible Mission and King Fu Master and you will have something that is similar to this game.

The plot revolves around the evil Professor Chronos who has used a time machine to create paradoxes in time, thinking that time itself will smooth things out — but no. Medling with time will produce an effect looping back on itself — the fifth axis.

The professor and his machine have explored in time and caused the start of the destruction of everything that we hold near and dear.

It is your job to return through time to restore all the ancient artefacts that the Prof has collected over the years, to their correct time. You must also return the bits of the time machine to your own time. Fail in your quest and time itself will disintegrate.

The game is a four way scrolling ladders and ramps type of game with your character able to run along different levels of the professor's lab to find the ancient artefacts. In each level of the lab there are various holes and lifts. A lift will take you up a level and hole drops you down — though dropping too far will result in some of your life force diminishing. Holes can occasionally be bridged by finding keys that lie around the lab.

If all this sounds rather easy it is probably because I forgot to tell you about the guard robots that turn up all the time. These must be fought or pushed down holes. This is where the game starts to look like Kung Fu Master, as the character can fight very furiously indeed.

All the time that you are doing this, your Fifth Axis is increasing. This is a 'score' that shows the current percentage of normality that exists. A 100% fifth axis results in the end of the game. Every 10% you are given the chance of travelling back in time to recover part of the game to try and avoid being killed too often — a bit reminiscent of Aztec Challenge though.

All the time that this is going on, music is playing in the background. This is the first game I played on my Amstrad after fitting it up with a stereo amplifier, and it wasn't a bad choice. The music is very good and captures the mood of the game perfectly.

The graphics are very good and fast, with the little man being superbly animated in a similar manner to Impossible Mission (i.e. very good). This makes the game challenging as well as good to play.

On the whole I would say that this is an excellent game and indicative of the French Amsrad market. They may not be able to play cricket — but they are learning to write reasonable software — lets hope that there association with Activision is fruitful. **M.R.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●● |

STAR RATING

Bright Star

---

**Title:** The Planets
**Computer:** Spectrum
**Supplier:** Martech
**Price:** £7.95

Martech's latest offering is a huge affair featuring two games on the first tape and assorted planetary data on the second. The year is 2007 and after a series of natural disasters has changed the Earth's climate into a succession of earthquakes and already, a new ice age has begun. Amidst the chaos, an alien force makes its presence known. A metal capsule is discovered containing a map showing the whereabouts of eight other capsules on the surrounding planets. A radio signal is decoded as being a computer program but no-one can understand that either. What on Earth (and Mars and Jupiter and Pluto etc) is going on? Guess who has been given the job of finding out?

You are in charge of a type 224 spacecraft and are instructed to fly back to Earth to retrieve the first capsule from where it landed in Switzerland. Once you find it, you must then work out how to open it. Your spaceship is icon driven and there are six main ones to choose from. Maniplate appears only when you manage to retrieve a capsule. Explore lets you launch either a surface lander or a robot explorer. Travel is for moving to another planet and the appropriate data must then be loaded in. Maps gives you a short and long range scan. Data gives you information on your current planet compared to earth and the database contains lots of really useful information except that you have forgotten how to get into it.

Landing on the surface of the planet involves a lunar landing game variant although considerably more complex. Once safely on the ground (and you only have one attempt) you can send out the robot explorer as you try to retreive the capsule. The capsule itself is too large to take with you and so its secrets must be discovered whilst still on the surface. Then, if you can leave the planet successfully, it is on to pastures new. All the data for the other planets has been made as realistic as possible. This has been done by consulting with Heather Couper, president of the British Astronomical Association.

Whilst you are trying to retrive the capsules, you must also turn your attention to the program "weird". This is the second game on the first tape and comes with no instructions except that you know tht it is deeply significant. The game is designed to be totally incomprehensible (it succeeds admirably!) and appears to be based on the old game of life where colonies of cells in different patterns try to establish themselves.

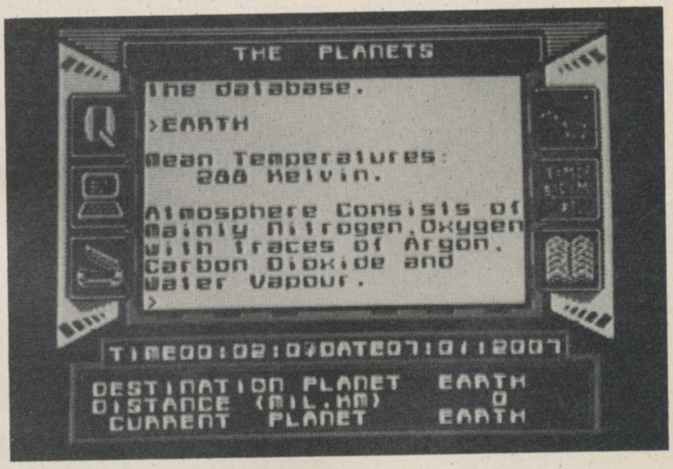
If you retrieve all the capsules and solve all the puzzles, then you will know how to save the Earth (and be able to claim your prize if you are the first one to do it). The Planets is a strange game. Some people will love it on sight whilst others will find it totaly unappealing. I don't think that there will be a middle ground. I found that the more I thought about it, the more I was intrigued to know what was going on. Definitely one to try before you buy.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●● |

STAR RATING

Red Giant

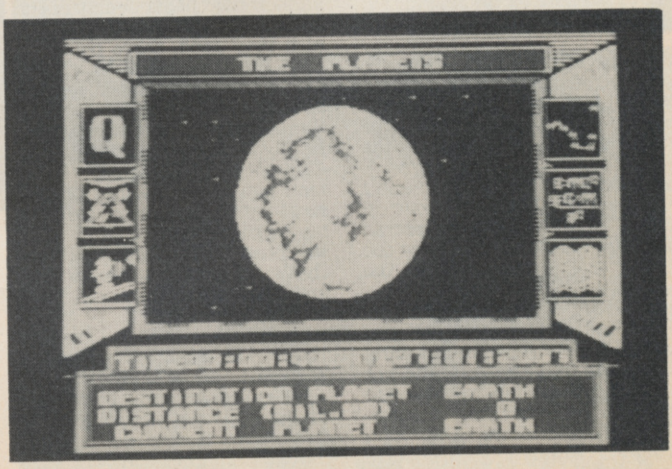


```
The database.

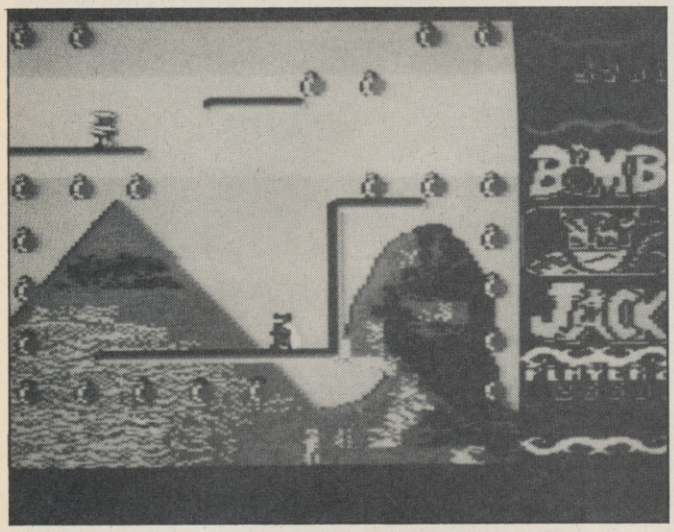
>EARTH

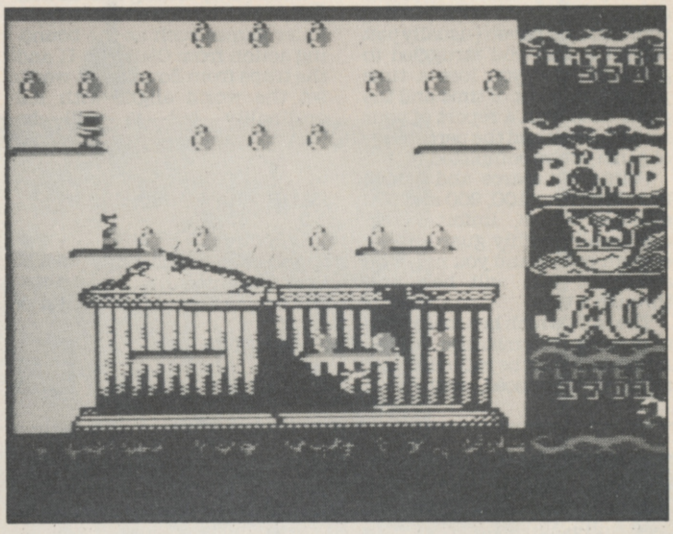
Mean Temperatures:
   288 Kelvin.

Atmosphere Consists of
Mainly Nitrogen,Oxygen
with traces of Argon,
Carbon Dioxide and
Water Vapour.
>
TIME00:02:07DATE07:01:2007
DESTINATION PLANET   EARTH
DISTANCE (MIL.KM)      0
 CURRENT   PLANET    EARTH
```



|  |  |
|---|---|
| **Title:** | **Bombjack** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Elite (concept Capcom)** |
| **Price:** | **£7.95** |





Yet another officially licenced game from the Elite stable. This is a conversion from the reasonably successful Spectrum game, with enhanced multi-coloured graphics and sound.

Gameplay is the same as on the Spectrum game and is identical to the Coin-Op game. Even to the extent that the instructions seem to be straight reproductions of the arcade originals — which make them a bit difficult to follow. This may just be my imagination — they may be just badly written, but the Japanese/—English translation still lingers (an interesting quote is 'turn joystick downward for coming down fast'!).

The main changes from the Spectrum are mainly graphical. The resolution is slightly lowered and all the characters and backgrounds are multicoloured using the Amstrad's excellent multicoloured graphics ability.

Gameplay seems to be slightly easier as I managed to score much more than I usually do on the Spectrum game, which leads me to suspect that it may be easier to play. Certainly you actually need to hit the enemies to die, on the Spectrum you just have to get near them to end your short existance.

A good conversion of a good conversion of a good game. **M.R.**

PLANET RATINGS

|  |  |
|---|---|
| Originality | ● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING

Red Giant

|  |  |
|---|---|
| **Title:** | **Moon Cresta** |
| **Computer:** | **BBC/BBC +** |
| **Supplier:** | **Incentive Software** |
|  | **(origination: Nitchibutsu** |
| **Price:** | **£11.95** |

Aaaarrrgh! What on earth have Incentive done here? Incentive Software have produced some pretty impressive pieces of software in their time — Moon Cresta for the Spectrum and Amstrad being two of them. You would think that the BBC micro would be capable of running, what is basically, a simple program.

Instead we have a slow, visually un-interesting, and boring game. Rather that the sclick bit of code that the Amstrad version is. Now the Amstrad is a notoriously slow computer, and the graphics are more or less identical to what the BBC can produce. So you would expect the BBC version to have the same (very high quality) graphics and extremely high speed.

The game will be familiar to Gamer readers — shoot all the aliens, occasionally complete a bonus section by docking your ship and gain extra fire power. Despite the simple plot (there isn't one) and the straightforward gameplay, this is usually a very good game to play.

Sorry to say that this version isn't. As I hinted before, the graphics are bad, the game is sluggish, and there are bugs in the alien movement. To cap it all the extremely irritating Moon Cresta theme tune that I hate so much that I desperately try not to be destroyed, is only one channel and is wrong! The game is also Lenslocked.

As a dedicated shoot-em-up fan Moon Cresta is one of my all time favourite games. Unfortunately, it isn't on the BBC Micro. The only thing to recommend this game is that there is very little else out on the market for this machine.

PLANET RATINGS

|  |  |
|---|---|
| Originality | ●● |
| Graphics | ● |
| Use of machine | ● |
| Value for money | ●● |

STAR RATING

White Dwarf.

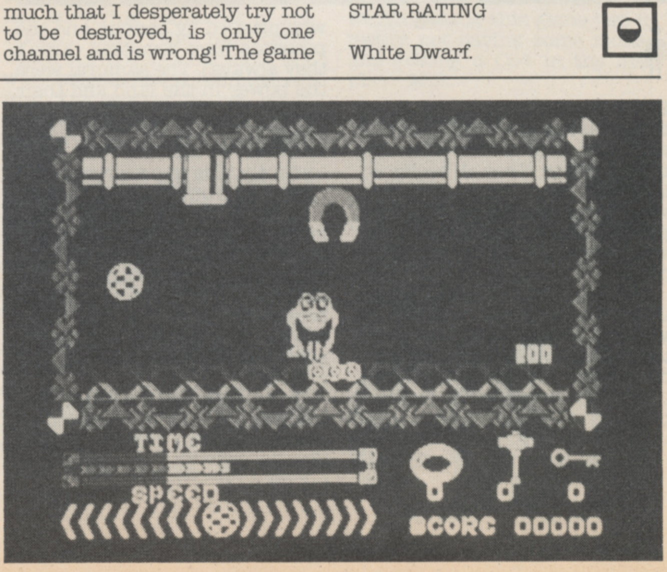
|  |  |
|---|---|
| **Title:** | **Action Reflex** |
| **Computer:** | **Spectrum** |
| **Supplier:** | **Mirrorsoft** |
| **Price:** | **£7.95** |

Action Reflex is the first game published under Mirrorsoft's new Medusa label.

The object of the game is simple. Guide a ball through 4, 25 screen courses while avoiding the many aliens and traps set in your way.

The display takes a 2D perspective and surprisingly the game isn't the marble madness clone that the game blurb suggests. instead it's a horribly infuriating, addictive game that will drive you mad well into the night.

The secret to the games success lies in the variety of traps that you have to negotiate. These range from simple pools



and flames in which you will sink or burn, aliens (my favourite is the giant frog), random firing lasers and magnets that trap you until a missile ends your misery.

Every time you fall foul of one of these traps you are returned to your last safe haven (usually just behind a wall you struggled to get over) and you lose a time penalty. Run out of time and the game ends with a report of your meagre score and the percentage of game you've completed.

Points are scarce and gained by rolling over 100, 200 and 500 symbols which, unfortunately are usually highly guarded. Get enough points and you may find an object that will help you through a trap.

The ball (which has more than a passing resemblance to the Amiga ball) can be rolled left and right and bounced, with each bounce adding to the height until you decide to leap.

Action Reflex is a tricky game to perfect as a misjudged bounce will no doubt rebound onto a flame or ball crusher.

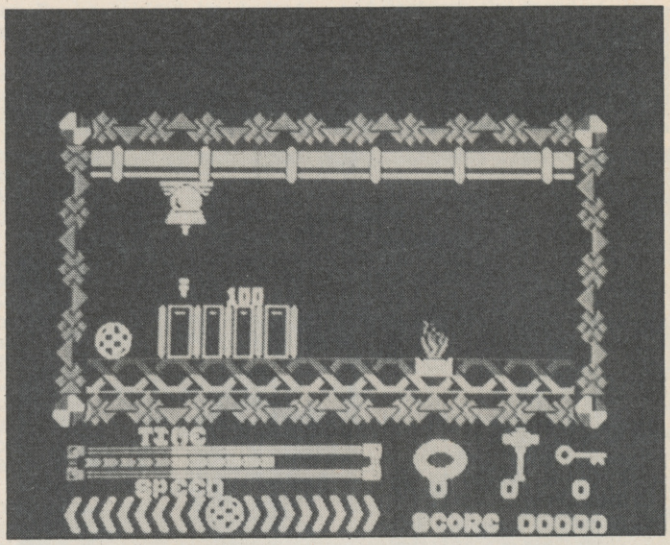
I can't help feeling that Action Reflex has borrowed ideas from other games such as the bouncing action from Cauldron II and the traps from Bounder. It won't set the world alight with it's originality but it will be played. **T.H.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●● |
| Graphics | ●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING ⊙

Bright Star



| | |
|---|---|
| **Title:** | **Mermaid Madness** |
| **Computer:** | **C64, Spectrum, Amstrad** |
| **Supplier:** | **Electric Dreams** |
| **Price:** | **£9.95** |

Mermaid Madness, the latest game from Electric Dreams, features the most unlikely of heros — an 112 year old, obese mermaid called Myrtle.

Unfortunately, Myrtle has taken a shine to a diver aptly named Gormless Gordon. The shock of seeing Myrtle's staggering features and toothless grin topples poor Gordon off the pier and he hides beneath he wreckage of a ship. As Myrtle, your job is to get him back.

When Myrtle hits the water her bulbous legs turn into a bulbous tail which, when powered by bottles of stout, allow her to swim through the water. She must explore the underwater caverns, cities and wrecks to find all she needs to get Gordon before his bottled air runs out.

Despite the amusing scenario and the wonderfully hideous Myrtle the game is little more than a maze game in which you must find and collect objects while avoiding the marine nasties.

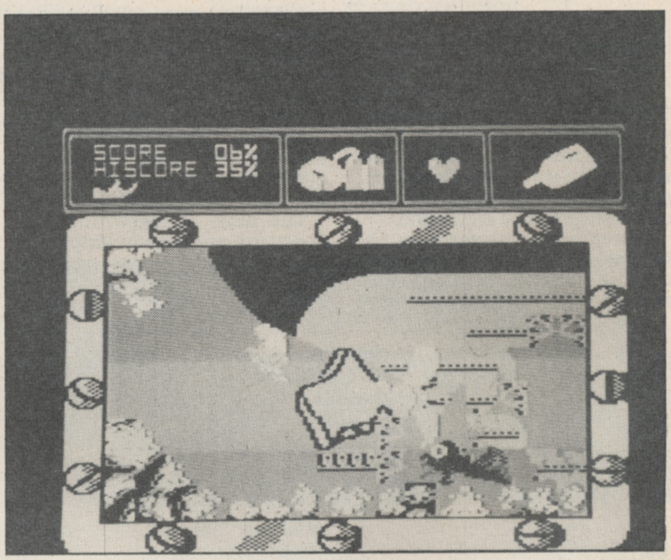
If you like this type of game and you've always wanted to be an 112 year old ugly mermaid then this is the game for you. If not, stick to Spindizzy.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●● |
| Value for money | ●●● |

STAR RATING ◒

White Dwarf



| | |
|---|---|
| **Title:** | **Shogun** |
| **Computer:** | **Commodore 64** |
| **Supplier:** | **Virgin Games** |
| **Price:** | **£9.95** |

For several evenings I sat glued to the television watching the TV mini series of James Clavell's novel Shogun. That all seems so long ago now. This leaves me with three questions. Will the players remember? How many will have watched it? Will they care?

In the April of 1600 when John Blackthorne was shipwrecked on the Japanese coast, the country was in the grip of a civil war. The great warlords (Diamyo) were vying for the position of Shogun, second only in power to the Emperor himself.

At that time the countryside was plagued by bandits and the peasants were revolting (aren't they always). The samurai were the power in the land and their armies were respected. A peasant who failed to bow to a samurai would lose his head instantly, this was a foreruner to spot fines from Traffic Wardens.

It is in this world of strict feudal order that the game is set. You elect to be one of the 40 or so characters who feature in the game but their categories can be broken down into several main eschelons: nobles, samurai, peasants, servants, bandits and priests.

It is possible even for the lowliest servant or peasant to become Shogun but the nobles already have the followers and charisma to set them on their way.

The gameplay resembles Virgin's Sorcery. Each character seems to float on air as they travel from location to location. Each area of the game has a suitably Japanese sounding title. Amongst romantic names such as the Gates of Heaven and the Bridge of Dreams we find the unfortunately named Passage of Wind which probably has a lot to do with Smallest Pagoda at the end of the yard.

As your character wanders through more than 128 screens, he or she will meet all of the others attempting to gain favour and followers to reach the goal of Shogun.

Valuable objects will be found which may be carried and used to 'buy' followers, the aim being to collect an army twenty strong and thereby achieve the status of Shogun. This allows you to enter the second part of the game and take over the Shogun's Palace.

Treachery plays a large part in the game, Some of your followers will turn against you occasionally. These are liable to be bandits or those who have been beaten into submission during a fight. This means that your total of followers varies wildly throughout the game. Near success can soon turn to comparative defeat and if there may be only one way out, the honourable sacrifice of hari kari. **J.G.**

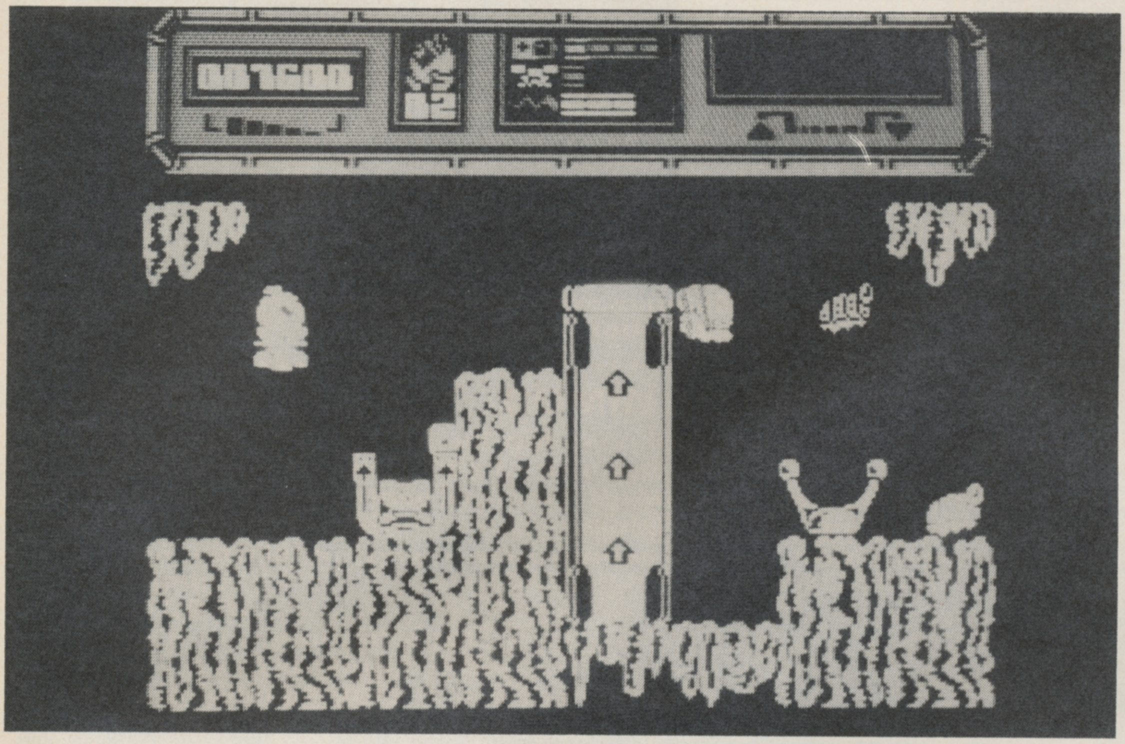
PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Graphics | ●●● |
| Use of machine | ●●● |
| Value for money | ●●● |

STAR RATING ⊕

Red Giant

| | |
|---|---|
| **Title:** | **Starquake** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Bubble Bus** |
| **Price:** | **£7.95** |



This old favourite has already been out on the Spectrum (about a year ago) and the Commodore 64 (more recently), so it comes as something of a surprise to see it suddenly out on the Amstrad.

The game follows the Spectrum format completely with no multicoloured graphics, but the quality of the graphics is quite high along with the accompanying animation. The game follows the side-on room to room, problem solving type of game in a similar vein to the Ultimate 'Underwurlde' sort of game.

This game, however, is set in space with your little creature (no other word for it really) can run around the screen pick up and drop objects, and build towers for him to jump off.

Around the game are various objects that will help him in his (its?) quest such as a credit card to gain entry to various installations, and a rocket scooter sort of device that lets you wander around the screen at will.

A very good game with a lot of challenge in it. I had forgotten how much that I'd enjoyed the original, and this game is very enjoyable to play. If this type of game is your cup of tea then this is one of the better ones. **M.R.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING ○

Bright Star

---

| | |
|---|---|
| **Title:** | **The Last V8** |
| **Computer:** | **Commodore 128 (disk only)** |
| **Supplier:** | **Mastertronic** |
| **Price:** | **£4.95** |

For a while I thought that the extra facilities of the Commore 128 (and 128K machines in general) were going to be ignored in consideration of the commericial pressures of keeping to the lowest common denominator (i.e. C64 mode.) Not so Mastertronic. The Last V8 and Kickstart (the other 128 title) may be testing the C128 water for Mastertronic, but they will be appreciated by the growing number of C128 owners out there.

The extended version of The Last V(12)8 is disk only at the moment and features an extra level to the two that exist on the C64. On the C64 the scenario is basd on a car left on the surface of the earth suffering the after effects of a nuclear war. Your mission is to return to base carrying any survivors that may still be left alive.

So follows a hair rasing run across the surface with only a few seconds left before a nuclear explosion that would destroy you.

After this level comes the run through a maze to find your base, of course most of the maze is radio-active — yet another opportunity to die horribly.

The extra level on the C128, version changes the scenario a bit. You are now set on Mars, the last surviving remnants of the human race, (the rest being wiped out in the global war). But wait! signals have been received from the mother planet, could there still be survivors? You are selected to go and lead the search party.

But first you must get all the fuel crystals from the surface of Mars, switching off the electric fences and avoiding the craters as you go. Then it's down to earth and the game progresses much as the original C64 version did.

As usual the graphics are fairly stunning — especially the surface of Mars — the music is dynamic and fits the pace of the game well, and the speech synthesis is almost unhearable — but who cares?

Definitely one of the better games on the C64 is now (almost by default) the best game on the C128. If you have a C128 it is worth getting this game just to justify not saving some money and getting a C64 in the first place! **M.R.**

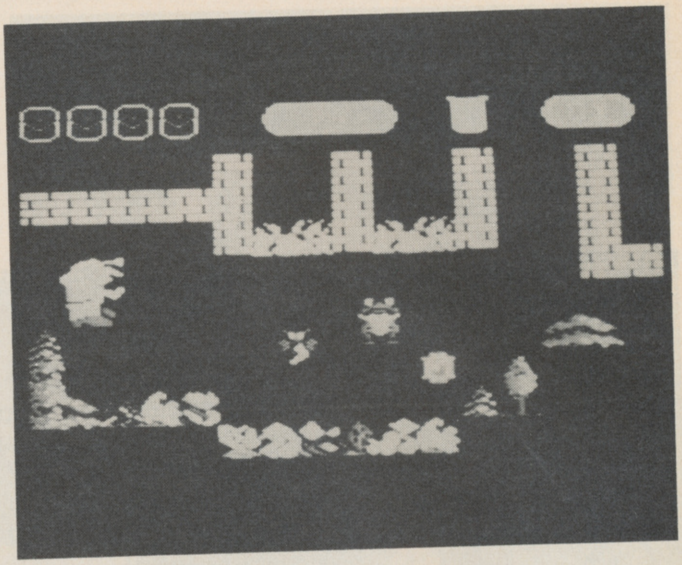
PLANET RATINGS

| | |
|---|---|
| Originality | ●●●●● |
| Graphics | ●●●● |
| Use of machine | ●●● |
| Value for money | ●●●●● |

STAR RATING ⌖

Red Giant

**Title:** Toadrunner
**Computer:** Amstrad
**Supplier:** Ariolasoft
**Price:** £7.95



This game will instantly remind people of 'The Devil's Domain' for the BBC micro as it is in a similar style. The game is a screen to screen problem solving type of arcade adventure — using the phrase in its most accurate way — where you have to pick up and use various objects and combinations of objects to solve different puzzles.

You play the part of a small toad who has a certain length of time (90 toad time units) to complete the game. You hop merrily around the screen with four pockets to carry things and get your objects. Some of the puzzles are extremely devious. Using cheese to get rid of the Gorgon (Gorogn—zola!), water to put ou the dragon's fire and others like it.

Paths to different sections of the game change with every use of them — but there are ways of telling for those in the know . . .

The graphics are up to the standard that is beginning to be expected on the Amstrad nowadays, with colourful characters and smooth animation. The toad is extremely toadlike and warty!

Ariolasoft (like US Gold) are branching out into English games now that the American market has dried up a bit and this game is a good start, though I'd only wish Ariolasoft would reduce most of their prices in line with everybody else.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●● |
| Value for money | ●● |

STAR RATING

Bright Star

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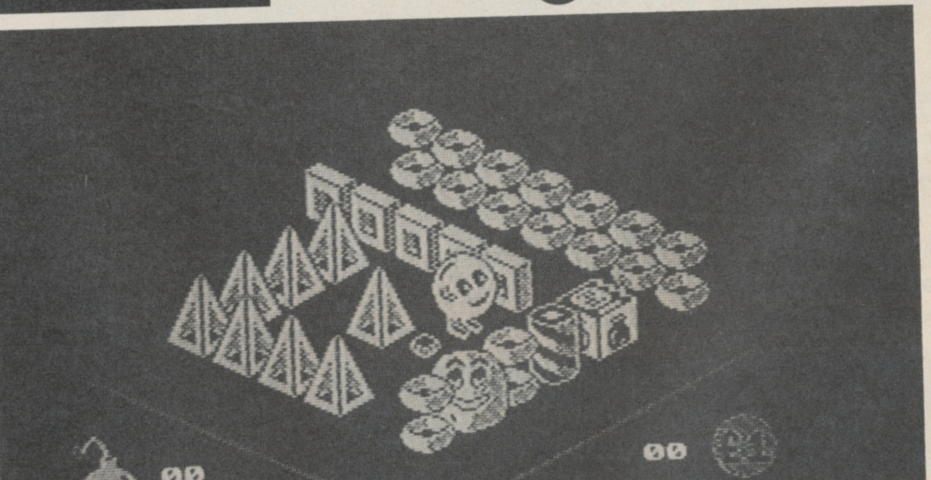
**Title:** Molecule Man
**Computer:** Spectrum
**Supplier:** Mastertronic
**Price:** £1.99



Molecule Man is lost in a huge maze. As if that wasn't bad enough, his energy is being drained by the vast amounts of radiation present. The only way out is to find the teleporter but before you can activate it, you will need to find the sixteen circuits mising from its innards. Time is most definitely not on your side.

Moving round the maze, you can however buy yourself a bit more time for scattered about the place are several coins. These can be used to buy life pills from the appropraite machine and so extend your pathetic existence. This does not prove to be the means to the end though as most of the circuits that you need are locked in by spurious bits of maze. So you need to use your coins to buy bombs to blow the obstructions to bits. But if you buy bombs, you don't survive long enough and if you don't buy bombs, you won't escape. A pretty paradox.

Graphically the game looks very attractive with a 3D view of your surroundings made up of walls of spheres, mushrooms, cubes and a host of different obstacles. My initial reaction to playing the game was that it was just a bit too difficult but have no fear, for is things get you down too much or you need to make things easier for your dad to play, there is a maze designer included in the package as well! 256 screens of your own ideas and you can make things just as difficult or easy as you want. I would strongly suggest scattering a fair few extra coins around until you know which way you are going.

When I first saw the game. I was highly impressed with it. When I was told that it was only £1.99, I was staggered. If Mastertronic continue to put out titles of this quality at such a cheap price, the rest of the industry will have an awful lot of worrying to do. Highly recommended.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●●● |

STAR RATING

Red Giant

# MORE NEWS FROM LLAMA LLAND (HANTS)

## VIC 20

## COMPILATIONS

Message to owners; DON'T THROW IT AWAY!

**VIVA VIC**, a collection of eight LLAMASOFT games for the VIC 20, is now ready.

The contents range through ABDUCTOR and GRIDRUNNER, to METAGALACTIC LLAMAS and the amazingly fast HELLGATE. Many of the games are not available now commercially, and we feel we are doing everyone a favour, including ourselves, by publishing them in this form. The package includes Jeff's historical comments and comprehensive instructions.

GREAT VALUE AT £6.50 (tape)

******************************************************

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as MATRIX, REVENGE OF THE MUTANT CAMELS, SHEEP IN SPACE and ANCIPITAL - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -
£9.45 on 2 tapes, £11.95 on disc

******************************************************

## CBM 64

## COMING SOON

**IRIDIS ALPHA**, is an all-out-megablasing-shoot-'em-up - but with an important difference - it's far from mindless!
The key is energy - lose too much through collision and you die; gain too much in the heat of battle and you die also! Gather energy and take it to the KOR you may need it later... fill the KOR completely for bonus and access to phase 2 of the game

FEATURES:
Nifty B i directional scroll
Really good looking droid
Lots of killing, but plenty to think about
5 planets, 20 levels per planet
Nice complicated control system
MEGABLASTABLE!! A BLAST WITH CLASS! £7.50 (tape)

******************************************************

## CBM 16

We have now had **MATRIX** the enhanced and expanded successor to the famous GRIDRUNNER, re-written for the '16. It includes all the features of the original version, including that traitorous humanoid, 'the SNITCH', and the hallucinatory camels. C16 MATRIX features an even faster fire-rate than the original. Strategic decisions and rapid reactions become more and more essential as the game progresses...
A similar conversion of **LASERZONE**, the hectic and challenging game which was such a notable success on the Vic 20 and the '64, will also appear shortly. It features a unique and ingenious method of joystick control. As you learn the skills of laser fire, things get rougher and tougher for those pesky aliens! Great sonix too.

******************************************************

## COLOURSPACE

Our unique light synthesiser COLOURSPACE is now available for

| | |
|---|---|
| ⋆BBC B | £7.95 (tape) |
| ⋆ATARI 8-bit, 48k machines | £7.50 (tape) |
| ⋆ATARI ST | £19.95 (disc) |

COLOURSPACE allows the user to create, interactively, dynamic light displays of infinite, colourful variety. Do it to music - your eyes won't believe your ears...

LLAMASOFT

LLAMASOFT 49 MOUNT PLEASANT, TADLEY, HANTS (TEL. 07356 4478) SAE FOR CATALOGUE & NEWSLETTER

# CRICKET

**by Andrew Clarke**

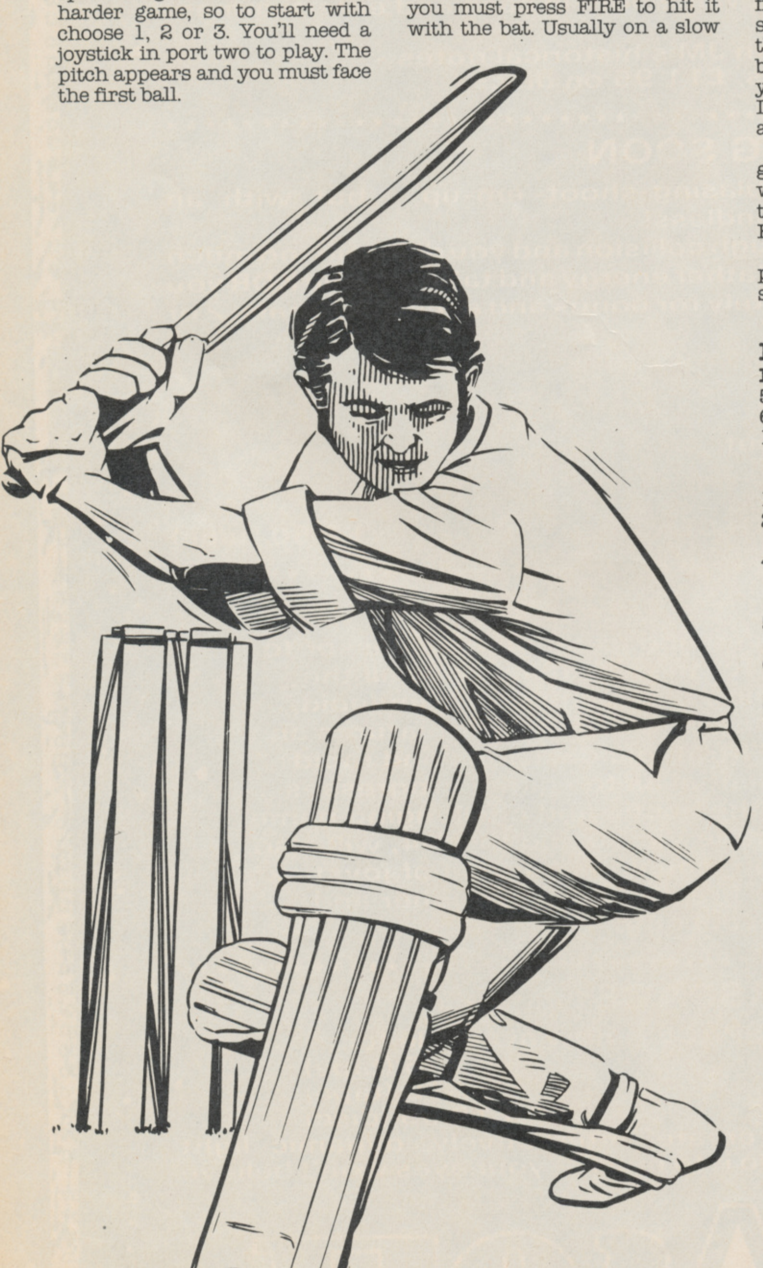
Cricket is an arcade version of the popular sport. You have five men with whom you must score as many runs as possible. You must first — after the demo — choose fielder speed and bowler speed. Higher values mean a harder game, so to start with choose 1, 2 or 3. You'll need a joystick in port two to play. The pitch appears and you must face the first ball.

You can hit the ball up or down the screen — judge which is the best by the position of the fileders, which change after each ball. Move the stick UP or DOWN to choose. Press FIRE and the bowler comes on. When he bowls you must press FIRE to hit it with the bat. Usually on a slow bowler speed you can make two swings before you are bowled out. Take time — it needs practice to hit the ball.

If you miss then the next man is called on. If you hit it is will go in the chosen direction. The fielders converge — to beat them steer the ball Left or Right with the stick,. When it crosses the boundary you are told how many you scored — either 1 to 6 runs. If the ball touches a fielder this is a catch and you are out!

When you are all out you are given a rating. Then asked if you want another go? Move the stick to reset the computer but press FIRE to play again.

The batsman uses seven sprite pictures to animate him in his swing.



## How it works

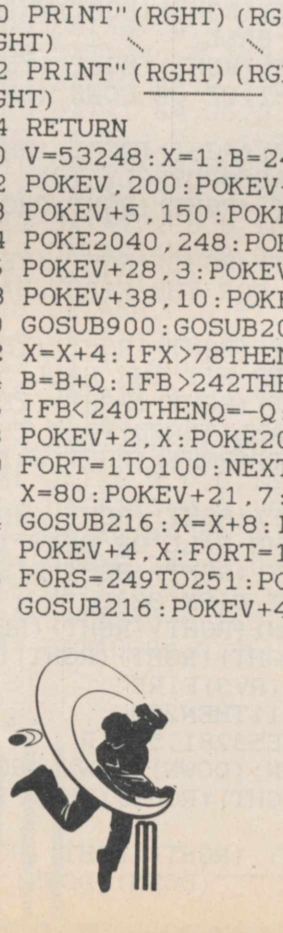
| Lines nos | What it does |
|---|---|
| 5 | Gosub titles |
| 6-12 | Read in date |
| 14-16 | Colour, clear screen. Gosub intro (demo etc.) |
| 18 | Set up variables |
| 20-44 | Set up sprites and pitch |
| 46-52 | Select direction of ball (UP/DOWN) with stick |
| 54-58 | Press FIRE to start |
| 60-66 | Make bowler run on |
| 68-80 | Turn on ball and move it, check for swing and check if ball goes past — therefore bowled! |
| 100-144 | Title screen — shown whilst date is read in |
| 150-158 | Set up demo sprites |
| 160 | Make bowler bowl in demo |
| 162-170 | Move ball in demo |
| 178-188 | Make batsman swing and move ball off screen as if hit, Check constantly for joystick input then repeat |
| 200-214 | Instructions and demo messages |
| 216-218 | Check if joystick is touched routine |
| 220-250 | Instructions |
| 252-298 | Get fielder and bowler speeds input |
| (400-499) | Comes here if a hit in lines 68-80 |
| 400-404 | Move ball until it is correctly positioned — this is basically cosmetic in its action, It makes it look as if the bat and ball connect |
| 410-438 | Move ball up or down depending on choice. Move fielders and steer ball with stick. Check sprite limits also |
| Line 436 | Checks for fielder catch |
| 440-442 | Come here if hit is good, Then return to next ball |
| 500-519 | Give score, reason for dismissal, Another go? |
| 520-538 | Determines the rating |
| 600-618 | Make all fielders throw up hands — PRINT "HOWZAT!" |
| 700-732 | Sound routines |
| 900-910 | Prints the pitch on screen |
| 920 | Prints RUNS scored |
| 30000-30171 | Sprite date |

**Notes** the program has been written carefully so that it looks fairly real to play — take lines 400-404 which are essentially cosmetic. Also sprite priorities were chosen carefully — the nearer fielders have a high priority so that the ball is hedden by them if it comes near, and vice versa for the others.

I hope you enjoy it.

```
0 REM****************************
1 REM** ANDY'S CRICKET  BY     **
2 REM**                        **
3 REM** ANDREW CLARKE (C) 1986 **
4 REM****************************
5 GOSUB100
6 FORS=240TO254:FORT=0TO62:READW
8 POKES*64+T,W:NEXT:NEXT
10 FORT=0TO62:POKE255*64+T,0:NEXT
12 FORT=0TO8:READW:POKE255*64+T,W:NEXT
```

```
 14 POKE53280,0:POKE53281,5:PRINT"(CLR)"
 16 GOSUB150
 18 BA=0:SC=0:FL=5
 20 PRINT"(CLR)":V=53248:GOSUB900:POKEV+3
3,5
 21 FORT=0TO39:POKE1184+T,67:POKE1984+T,6
7
 22 POKE1184+T+54272,1:POKE1984+T+54272,1
:NEXT
 23 FORT=V+39TOV+45:POKET,0:NEXT
 24 POKEV+28,63:POKEV+1,150
 26 POKE2040,248:POKE2041,240
 28 POKE2042,244:POKE2043,244
 30 POKE2044,246:POKE2045,246
 32 POKE2046,255:POKEV,200:POKEV+13,150
 34 POKEV+3,150:POKEV+5,90:POKEV+7,90
 35 POKEV+9,220:POKEV+11,220:X1=0:X6=80
 36 X2=INT((255-170)*RND(1))+170
 37 X3=INT((150-80)*RND(1))+80
 38 X4=INT((150-80)*RND(1))+80
 39 X5=INT((255-170)*RND(1))+170
 40 GOSUB920:S=240:Q=1
 42 POKEV+2,X1:POKEV+4,X2:POKEV+6,X3
 44 POKEV+8,X4:POKEV+10,X5:POKEV+12,X6
 46 POKEV+21,63:PRINT"(HOME)(WHT)PUSH STI
CK UP OR DOWN FOR DIRECTION"
 48 JS=PEEK(56320):IFJS=126THENA=70:B=-6:
GOTO54
 50 IFJS=125THENA=250:B=6:GOTO54
 52 GOTO48
 54 BA=BA+1:PRINT"(HOME)(WHT)BALL NO.";BA
;"(LEFT)          (RVS)PRESS FIRE(OFF)
 "
 56 IFPEEK(56320)<>111THEN56
 58 PRINT"(HOME)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
                        ":GOSUB700
 60 X1=X1+4:IFX1>78THENPOKE2041,243:POKEH
F+7,0:GOTO68
 61 GOSUB730
 62 S=S+Q:IFS>242THENS=241:Q=-Q
 64 IFS<240THENS=241:Q=-Q
 66 POKEV+2,X1:POKE2041,S:POKEHF+7,0:FORT
=1TO100:NEXT:GOTO60
 68 J=248:K=0:POKEV+21,127:POKEV+30,0
 70 X6=X6+BS:IFX6>220THEN:CA$="BOWLED!!":
GOTO500
 72 POKE2040,J:POKEV+12,X6:JS=PEEK(56320)
 74 IFJS=111AND(X6<200ANDX6>175)THEN400
 76 IFJS=111AND(X6>200ORX6<175)THENK=1
 78 IFK=1THENJ=J+1:IFJ>254THENJ=248:K=0
 80 FORT=1TO50:NEXT:GOTO70
 100 POKE53281,0:POKE53280,0:
 102 PRINT"(CLR)(HOME)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)"
 104 PRINT"(WHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RVS)◤   ◥"
 106 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RVS)
"
 108 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RVS)
(OFF)       (RVS)◤  ◥(OFF) (RVS)     (OFF) (
RVS)◤ ◥(OFF) (RVS) (OFF) (RVS)◤ (OFF) (R
VS)◤ ◥(OFF) (RVS)    "
 110 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RVS)
(OFF)     (RVS) (OFF)  (RVS) (OFF)  (RVS
) (OFF)  (RVS) (OFF)    (RVS) ◤ (OFF)◤ (R
VS) (OFF)     (RVS) "
 112 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RVS)
(OFF)      (RVS)    (OFF)◤  (RVS) (OFF)  (
RVS) (OFF)    (RVS)   (OFF)◤  (RVS) ◥(OFF)
   (RVS) "
 114 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RVS)
(OFF)       (RVS) ◥(OFF)     (RVS) (OFF)  (
RVS) (OFF)    (RVS)  ◥(OFF)   (RVS) (OFF)◤
   (RVS) "
 116 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RVS)
(OFF)       (RVS) (OFF)◥(RVS) ◥(OFF)   (RVS
) (OFF)  (RVS) (OFF)     (RVS) (OFF)◥(RVS)
 ◥(OFF) (RVS) (OFF)      (RVS) "
 118 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)◥(RVS)
   (OFF)◤ (RVS) (OFF) ◥(RVS) (OFF) (RVS)
   (OFF) ◥(RVS) (OFF)◤ (RVS) (OFF) ◥(RVS
) (OFF) ◥(RVS) (OFF)◤  (RVS) "
 120 PRINT"(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)
       ╱▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔▔╲ "
 122 PRINT"(RGHT)(RGHT)(RGHT) ▁▁▁▁▁▁▁▁▁╱
(LRED)WRITTEN BY      (YEL)(C)(WHT)│ "
 124 PRINT"(RGHT)(RGHT)(RGHT)▌ │││││││
                │ "
 126 PRINT"(RGHT)(RGHT)(RGHT) ▔▔▔▔▔▔▔▔▔╲
(LBLU)ANDREW (LGRN)CLARKE (YEL)1986(WHT)
 │ "
 128 PRINT"(RGHT)(RGHT)(RGHT)            ╲▁
▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁╱ "
 130 PRINT"(WHT)(HOME)(DOWN)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)          ▁▁▁    "
 132 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)     │││   ● "
 134 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT),    │││      "
 136 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)   ▁▁▁│││▁    "
 138 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)   ╲  │││ ╲   "
 140 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)    ╲     ╲   "
 142 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)    ▔▔▔▔▔▔▔   "
 144 RETURN
 150 V=53248:X=1:B=240:Q=1
 152 POKEV,200:POKEV+1,150:POKEV+3,150
 153 POKEV+5,150:POKEV+4,80
 154 POKE2040,248:POKE2041,B:POKE2042,255
 156 POKEV+28,3:POKEV+39,0:POKEV+40,0
 158 POKEV+38,10:POKEV+37,1:POKEV+21,3
 160 GOSUB900:GOSUB200
 162 X=X+4:IFX>78THENPOKE2041,243:GOTO172
 164 B=B+Q:IFB>242THENQ=-Q:B=241
 166 IFB<240THENQ=-Q:B=241
 168 POKEV+2,X:POKE2041,B:GOSUB216
 170 FORT=1TO100:NEXT:GOTO162
 172 X=80:POKEV+21,7:POKEV+41,0
 174 GOSUB216:X=X+8:IFX>167THEN178
 176 POKEV+4,X:FORT=1TO100:NEXT:GOTO174
 178 FORS=249TO251:POKE2040,S:X=X+8
 180 GOSUB216:POKEV+4.X:FORT=1TO50:NEXTT,
```



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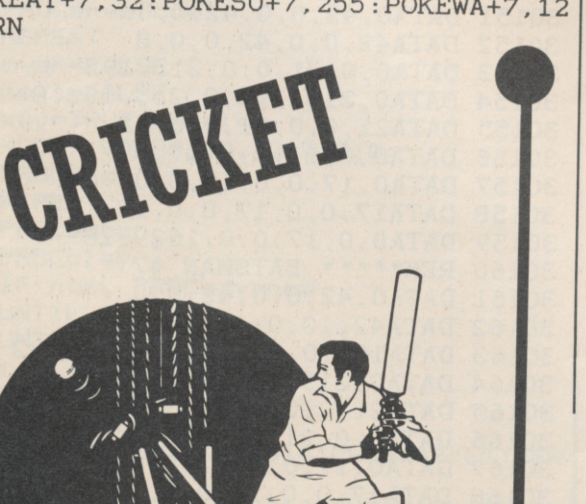
S
182 Y=150:S=252
184 Y=Y-6:IFY<0THEN150
186 GOSUB216:S=S+1:IFS<255THENPOKE2040,S
188 POKEV+5,Y:FORT=1TO100:NEXT:GOTO184
200 PRINT"(HOME)(DOWN)(DOWN)(RGHT)(RGHT)
(RGHT)(BLK)WELCOME TO (WHT)CRICKET"
202 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)‾‾‾‾‾‾‾‾‾"
204 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(BLK)A
 GAME FOR THE (WHT)COMMODORE 64"
206 PRINT"(RGHT)(RGHT)(RGHT)(BLK)WRITTEN
 BY     (WHT)ANDREW CLARKE"
208 PRINT"(RGHT)(RGHT)(RGHT)(BLK)FOR USE
 WITH   (WHT)A JOYSTICK"
210 PRINT"(RGHT)(RGHT)(RGHT)(BLK)INSERT
IN      (WHT)PORT TWO"
212 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGH
T)(RGHT)(WHT)INSTRUCTIONS   (BLK)MOVE ST
ICK"
214 PRINT"(RGHT)(RGHT)(RGHT)(WHT)TO PLAY
 NOW    (BLK)PRESS 'FIRE'":RETURN
216 JS=PEEK(56320):IFJS=127THENRETURN
218 IFJS=111THENPOKEV+21,0:GOTO252
220 POKE53281,2:PRINT"(CLR)(BLK)(HOME)(D
OWN)(RGHT)(RGHT)(WHT)INSTRUCTIONS:(DOWN)
(DOWN)":POKEV+21,0
222 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(YEL)W
HEN (LRED)THE GAME STARTS YOU WILL FIND"
224 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)THAT Y
OU ARE THE (WHT)BATSMAN.(DOWN)"
226 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(YEL)L
IKE (LRED)ALL (WHT)BATSMEN(LRED) YOU MUS
T DECIDE"
228 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)WHICH
WAY YOU WILL HIT THE BALL,"
230 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(YEL)I
N (LRED)THIS CASE (WHT)UP OR DOWN (LRED)
THE SCREEN."
232 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(WHT)M
OVE THE STICK (LRED)ACCORDINGLY TO"
234 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)CHOOSE
.(DOWN)"
236 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(YEL)P
RESS (WHT)FIRE(LRED) FOR THE FIRST BALL
AND"
238 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(YEL)P
RESS (LRED)IT AGAIN TO HIT THE BALL."
240 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(YEL)T
HEN (WHT)STEER THE BALL (LRED)PAST THE"
242 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)WAITIN
G FIELDERS.(DOWN)"
244 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(WHT)F
AILURE (YEL)TO HIT THE BALL OR BEAT THE"
246 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)FIELDE
RS MEANS (WHT)INSTANT DISMISSAL."
248 PRINT"(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)PRESS (RVS)FIRE"
250 IFPEEK(56320)<>111THEN250
252 PRINT"(CLR)":POKE53281,5:CLR
254 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(WHT)FIELD
ER SPEED"
256 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(BLK)‾‾‾‾‾‾‾ ‾‾‾‾‾(DOWN)(DOWN)"
258 PRINT"(RGHT)(RGHT)(RGHT)(LGRN)EASY (
YEL)(1-4)"
260 PRINT"(RGHT)(RGHT)(RGHT)(LGRN)HARD (
YEL)(5-7)"
262 PRINT"(RGHT)(RGHT)(RGHT)(LGRN)MAD  (
YEL)(8-10)"
264 INPUT"(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)
(RGHT)(1-10)(WHT)";FS
266 IFFS>10ORFS<1THEN252
268 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(WHT)
BOWLER SPEED"
270 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(BLK)‾‾‾‾‾‾ ‾‾‾‾‾(DOWN)(DOWN)"
272 PRINT"(RGHT)(RGHT)(RGHT)(LGRN)EASY (
YEL)(5-10)"
274 PRINT"(RGHT)(RGHT)(RGHT)(LGRN)HARD (
YEL)(11-15)"
276 PRINT"(RGHT)(RGHT)(RGHT)(LGRN)MAD  (
YEL)(16-20)"
278 INPUT"(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)
(RGHT)(5-20)(WHT)";BS
280 IFBS>20ORBS<5THEN268
298 GOTO18
400 IFX6<192THENX6=X6+8:POKEV+12,X6
402 IFJ<255ANDNOTJ=254THENJ=J+1:POKE2040
,J
404 FORT=1TO100:NEXT:IFX6<192THEN400
410 GOSUB732:POKEV+30,0:FORY=150TOASTEPB
:POKEV+13,Y:POKEHF+7,0
412 IFJ<255ANDNOTJ=254THENJ=J+1:POKE2040
,J
414 IFX2>X6THENX2=X2-FS
416 IFX2<X6THENX2=X2+FS:IFX2>255THENX2=2
55
418 IFX3>X6THENX3=X3-FS
420 IFX3<X6THENX3=X3+FS:IFX3>255THENX3=2
55
422 IFX4>X6THENX4=X4-FS
424 IFX4<X6THENX4=X4+FS:IFX4>255THENX4=2
55
426 IFX5>X6THENX5=X5-FS
428 IFX5<X6THENX5=X5+FS:IFX5>255THENX5=2
55
430 JS=PEEK(56320)
432 IFJS=119THENX6=X6+7:IFX6>255THENX6=2
55
434 IFJS=123THENX6=X6-7
436 IF(Y<130ORY>200)AND(PEEK(V+30)AND64)
=64THENCA$="CAUGHT!!":GOTO500
438 POKEV+4,X2:POKEV+6,X3:POKEV+8,X4:POK
EV+10.X5:POKEV+12,X6:NEXT
440 GOSUB550:PRINT"(HOME)       (BLK)SCORE
D :(WHT)";CS
442 FORT=1TO1000:NEXT:POKEV+21,1:GOTO20
499 END
500 GOSUB600:V=53248:POKEV+21,0:FL=FL-1
502 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(WHT)HOWZAT
!!!!"
504 PRINT"(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)
(RGHT)(RGHT)(BLK)REASON FOR DISMISSAL (W
HT)-";CA$
506 PRINT"(DOWN)(DOWN)(LGRN)(RGHT)(RGHT)
(RGHT)(RGHT)WITH (WHT)";BA;" (LGRN)BALLS
 YOU SCORED(WHT)";SC:FORT=1TO100:NEXT
507 IFFL>0THENFORT=1TO2000:NEXT:GOTO20
508 GOSUB520:PRINT"(LGRN)(RGHT)(RGHT)(RG
HT)(RGHT)YOUR RATING:(WHT)";A$:FORT=1TO1
000:NEXT
510 PRINT"(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)
(RGHT)(BLK)CARE FOR ANOTHER GO?"
512 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)
PRESS (WHT)FIRE (BLK)FOR (WHT)YES"
514 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)
MOVE STICK (BLK)FOR (WHT)NO"
516 JS=PEEK(56320):IFJS=127THEN516
518 IFJS=111THENRUN14
519 SYS64738
520 IFSC=0THENA$="PATHETIC!!!":RETURN
522 IFINT(SC/BA)=1THENA$="A REALLY SILLY
 MID ON!":RETURN
524 IFINT(SC/BA)=2THENA$="NOT BAD!!!":RE
TURN
526 IFINT(SC/BA)=3THENA$="HELLO BOTHAM!!
":RETURN
528 IFINT(SC/BA)=4THENA$="ARE YOU AN AUS
SIE??":RETURN
530 IFINT(SC/BA)=>5THENA$="ARE YOU AN MC
C MEMBER??":RETURN
538 RETURN
550 CS=INT(RND(1)*6)+1
552 SC=SC+CS:GOSUB720:RETURN
600 POKE2041,247:POKE2044,247
602 POKE2045,247:POKE2042,245
604 POKE2043,245
606 PRINT"(HOME)";
608 PRINT"  ●  ● ●●●● ●   ● ●●●● ●●●● ●●
●●●   ●  "
610 PRINT"  ●  ● ●  ● ●   ●    ● ●  ●
●     ●  "
612 PRINT"  ●●●● ●  ● ● ● ●   ●  ●●●●
●     ●  "
614 PRINT"  ●  ● ●  ● ●●●●●  ●   ●  ●
●        "
616 PRINT"  ●  ● ●●●●  ● ●  ●●●● ●  ●
●     ●   "
618 GOSUB710:FORT=1TO1000:NEXT:RETURN
700 FORC=54272TO54296:POKEC,0:NEXT
702 VO=54296:AT=54277:WA=54276
704 HF=54273:SU=54278
706 POKEAT,32:POKESU,255:POKEWA,33
708 POKEAT+7,32:POKESU+7,255:POKEWA+7,12
9:RETURN
```



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710 GOSUB700:POKEVO,15
712 FORT=100TO0STEP-1
714 POKEHF,T:POKEHF+7,T:NEXT
716 FORC=54272TO54296:POKEC,0:NEXT
718 RETURN
720 GOSUB700:POKEVO,15
722 FORT=0TO100
724 POKEHF,T:POKEHF+7,T:NEXT
726 FORC=54272TO54296:POKEC,0:NEXT
728 RETURN
730 POKEVO,15:POKEHF+7,5:RETURN
732 POKEVO,15:POKEHF+7,10:RETURN
900 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(WHT)"
902 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)    |________________||_"
904 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)  /|/             / ||/"
906 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT) /  /             /   /  "
908 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT) ____________________   "
910 RETURN
920 PRINT"(HOME)(DOWN)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(LGRN)RUNS    :(WHT)";SC
922 PRINT"(HOME)(DOWN)(DOWN)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(LGRN)BATSMEN:(WHT)";F
L:RETURN
30000 REM****BOWLER # 1
30001 DATA0,0,0,0,168,0,0
30002 DATA172,0,0,188,0,40,252
30003 DATA0,47,48,0,3,212,0
30004 DATA0,244,0,0,84,0,0
30005 DATA87,0,0,87,192,0,84
30006 DATA240,0,168,0,0,84,0
30007 DATA0,85,0,1,69,64,37
30008 DATA1,64,36,0,64,32,0
30009 DATA64,0,0,160,0,0,0
30010 REM****BOWLER # 2
30011 DATA0,0,0,0,168,0,0
30012 DATA172,0,0,188,0,40,252
30013 DATA0,47,48,0,3,212,0
30014 DATA0,244,0,0,84,0,0
30015 DATA84,0,0,87,0,0,87
30016 DATA192,0,168,0,0,84,0
30017 DATA0,84,0,0,85,0,0
30018 DATA17,0,0,149,0,0,148
30019 DATA0,0,132,0,0,10,0
30020 REM****BOWLER # 3
30021 DATA0,0,0,0,168,0,0
30022 DATA172,0,0,188,0,40,252
30023 DATA0,47,48,0,3,212,0
30024 DATA0,244,0,0,84,0,0
30025 DATA87,0,0,87,192,0,84
30026 DATA240,0,168,0,0,84,0
30027 DATA0,84,0,36,84,0,37
```

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30028 DATA84,0,33,5,0,0,1
30029 DATA64.0,0,160,0,0,0
30030 REM****BOWLER # 4
30031 DATA0.0,0,0,168,0,0
30032 DATA172,0,0,188,0,0,252
30033 DATA192,0,51,192,0,95,0
30034 DATA0,124,0,0,84,0,3
30035 DATA84,0,15,84,0,60,84
30036 DATA0,0,168,0,36,84,0
30037 DATA37,84,0,33,80,0,0
30038 DATA16,0,0,16,0,0,16
30039 DATA0.0,16,0.0,40,0
30040 REM****FIELDER # 1
30041 DATA0.0.0,0,0,0,0
30042 DATA0,0,0,0,0,0,168
30043 DATA0,0,184,0,0,252,0
30044 DATA0,252,0,0,48,0,0
30045 DATA84,0,3,87,0,15,87
30046 DATA192,60,84,240,0,84,0
30047 DATA0,168,0,0,84,0,0
30048 DATA68,0,0,68,0,0,68
30049 DATA0,0,68,0,2,138,0
30050 REM****FIELDER # 2
30051 DATA0,0,0,0,0,0,0
30052 DATA0,0,0,0,0,0,168
30053 DATA0,0,184,0,12,252,192
30054 DATA12,252,192,12,48,192,15
30055 DATA87,192,3,87,0,0,84
30056 DATA0,0,84,0,0,84,0
30057 DATA0,168,0,0,84,0,0
30058 DATA68,0,0,68,0,0,68
30059 DATA0,0,68,0,2,138,0
30060 REM****FIELDER # 3
30061 DATA0,168,0,0,168,0,0
30062 DATA168,0,0,168,0,0,32
30063 DATA0,0,84,0,3,87,0
30064 DATA15,87,192,60,84,240,240
30065 DATA84,60,0,84,0,0,168
30066 DATA0,0,84,0,0,84,0
30067 DATA0,68,0,0,68,0,0
30068 DATA68,0,0,68,0,0,68
30069 DATA0,0,68,0,2,138,0
30070 REM****FIELDER # 4
30071 DATA0,168,0,0,168,0,0
30072 DATA168,0,240,168,60,60,32
30073 DATA240,15,87,192,3,87,0
30074 DATA0,84,0,0,84,0,0
30075 DATA84,0,0,84,0,0,168
30076 DATA0,0,84,0,0,84,0
30077 DATA0,68,0,0,68,0,0
30078 DATA68,0,0,68,0,0,68
30079 DATA0,0,68,0,2,138,0
30100 REM***** BATSMAN #1
30101 DATA0,42,0,0,58,0,0
30102 DATA62,0,0,63,0,0,12
30103 DATA0,0,21,0,0,213,192
30104 DATA0,213,192,0,247,192,0
30105 DATA55,0,0,63,0,0,29
30106 DATA0,0,25,0,0,25,0
30107 DATA0,25,0,0,25,0,0
30108 DATA25,0,0,25,0,0,25
30109 DATA0,0,25,0,0,170,128
30110 REM***** BATSMAN #2
30111 DATA0,42,0,0,58,0,0
30112 DATA62,0,0,63,0,0,12
30113 DATA0,0,21,0,0,213,192
30114 DATA0,215,192,0,215,0,0
30115 DATA247,0,0,63,0,0,29
30116 DATA0,0,41,0,0,161,0
30117 DATA2,145,0,10,17,0,40
30118 DATA17,0,0,17,0,0,17
30119 DATA0,0,17,0,0,162,128
30120 REM***** BATSMAN #3
30121 DATA0,42,0,0,58,0,0
30122 DATA62,0,0,63,0,0,12
30123 DATA0,0,21,0,0,215,0
30124 DATA0,215,0,0,215,0,0
30125 DATA223,0,0,253,0,170,181
30126 DATA0,0,21,0,0,17,0
30127 DATA0,17,0,0,17,0,0
30128 DATA17,0,0,17,0,0,17
30129 DATA0,0,17,0,0,162,128
30130 REM***** BATSMAN #4
30131 DATA0,42,0,0,42,0,0
30132 DATA58,0,0,62,0,0,12
30133 DATA0,0,21,0,32,29,0
30134 DATA40,29,0,10,221,0,2
30135 DATA189,0,0,181,0,0,53
30136 DATA0,0,21,0,0,17,0
30137 DATA0,17,0,0,17,0,0
30138 DATA17,0,0,17,0,0,17
30139 DATA0,0,17,0,0,162,128
30140 REM***** BATSMAN #5
30141 DATA2,42,0,2,42,0,2
30142 DATA42,0,2,58,0,2,12
30143 DATA0,2,21,0,2,221,0
30144 DATA2,61,0,2,245,0,3
30145 DATA213,0,0,21,0,0,21
30146 DATA0,0,21,0,0,17,0
30147 DATA0,17,0,0,17,0,0
30148 DATA17,0,0,17,0,0,17
30149 DATA0,0,17,0,0,162,128
30150 REM***** BATSMAN #6
30151 DATA0,42,0,0,42,0,0
30152 DATA42,0,0,42,0,0,8
30153 DATA0,0,21,0,0,213,192
30154 DATA0,213,192,0,213,192,0
30155 DATA21,0,0,21,0,0,21
30156 DATA0,0,21,0,0,17,0
30157 DATA0,17,0,0,17,0,0
30158 DATA17,0,0,17,0,0,17
30159 DATA0,0,17,0,0,162,128
30160 REM***** BATSMAN #7
30161 DATA0,42,0,0,42,0,0
30162 DATA42,10,0,42,40,0,8
30163 DATA160,0,21,128,0,213,192
30164 DATA0,213,192,0,21,192,0
30165 DATA21,0,0,21,0,0,21
30166 DATA0,0,21,0,0,17,0
30167 DATA0,17,0,0,17,0,0
30168 DATA17,0,0,17,0,0,17
30169 DATA0,0,17,0,0,162,128
30170 REM***** BALL
30171 DATA0,224,0,0,224,0,0,224,0

READY.
```

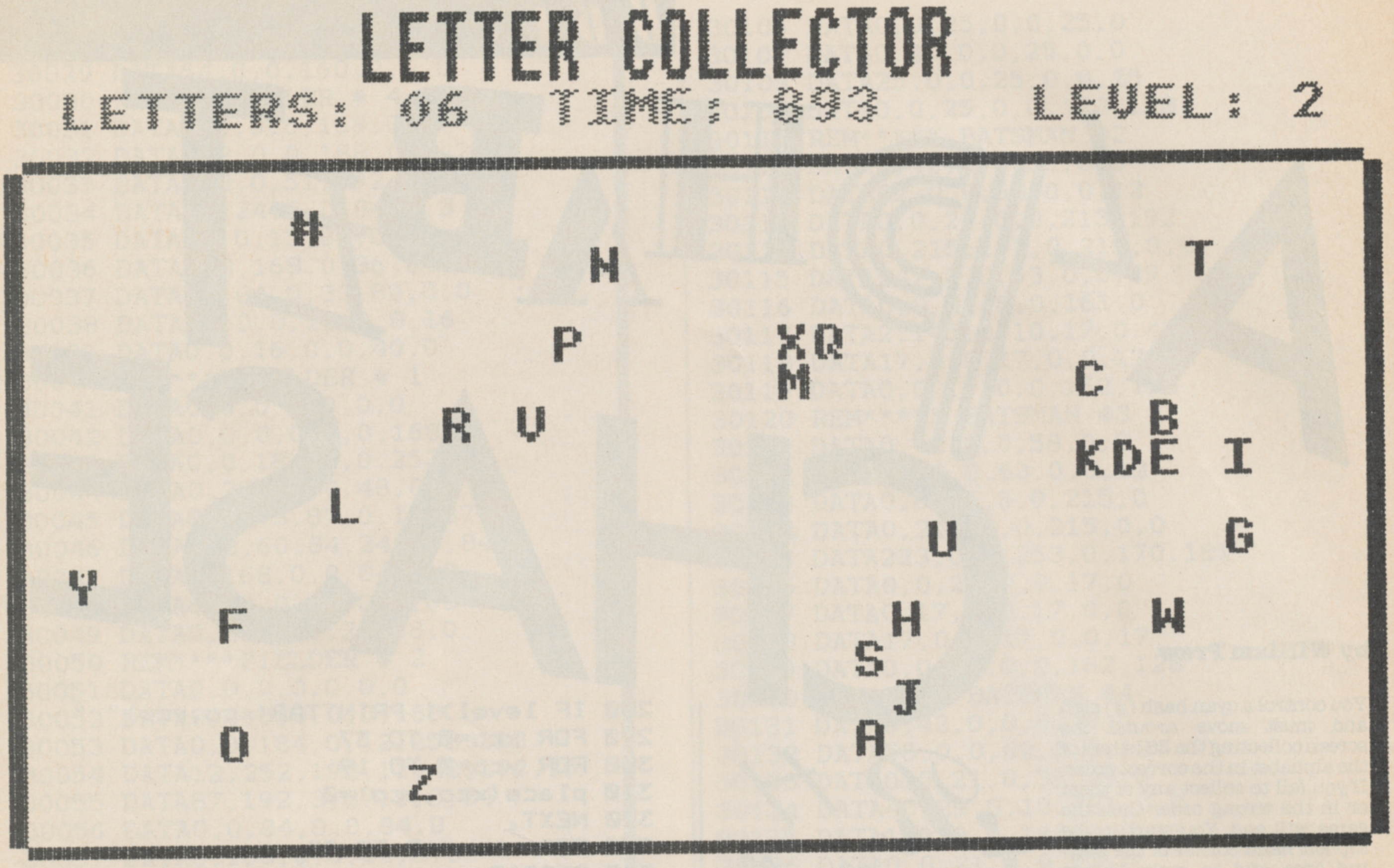
# ALPHABET CHASE

**by William Prew**

You control a cyan hash (#) sign and must move around the screen collecting the 26 letters of the alphabet in the correct order. If you fail to collect any of them or in the wrong order then the game will end. You start in the top left hand corner of the playing area and to make things more difficult you will travel in a diagonal direction. If you hit the sides you will bounce back in the direction you have just come!

A high speed entertaining game for the BBC micro.

```
LIST
   10 REM Alphabet Chase
   20 REM By W.Prew
   30 REM Jan. 85
   40 :
   50 ON ERROR VDU22,6:PRINT'';:REPEAT:P
RINT" Error at line : ";ERL:END
   60 DIM place(37,25)
   70 PROCenvelope
   80 REPEAT
   90 over=FALSE
  100 next=FALSE
  110 key=TRUE:level=1
  120 MODE7:VDU23;10,32;0;0;0;
  130 PROCinst
  140 REPEAT
  150 PROCsetup
  160 PROCplay
  170 IF next PROCadvance
  180 UNTIL over
  190 UNTIL FALSE
  200 :
  210 DEFPROCsetup
  220 IF level=1 CLS
  230 PRINTTAB(9,1)CHR$141CHR$147"LETTER
 COLLECTOR"
  240 PRINTTAB(9,2)CHR$141CHR$147"LETTER
 COLLECTOR"
  250 PRINTTAB(2,3)CHR$130"LETTERS:";" "
;TAB(15,3)CHR$133"TIME:"
  260 PRINTTAB(28,3)CHR$130"LEVEL:"
  270 IF level=1 PROCboundary
  280 IF level>1 PRINTTAB(xco,yco)" "
  290 FOR xco=0 TO 37
  300 FOR yco=0 TO 19
  310 place(xco,yco)=0
  320 NEXT,
  330 FOR char=65 TO 90
  340 REPEAT
  350 X=RND(33)+2:Y=RND(14)+6
  360 UNTIL place(X,Y)=0
  370 place(X,Y)=char
  380 PRINTTAB(X,Y)CHR$char
  390 NEXT
  400 xco1=0:yco1=0:xco=2:yco=5
  410 score=0:time=1100-100*level
  420 PRINTTAB(xco,yco)"#"CHR$136CHR$131
"READY"CHR$137CHR$134
  430 PROCwait(5000)
  440 PRINTTAB(3,5)SPC(7)
  450 PROCwait(2000)
  460 ENDPROC
  470 :
  480 DEFPROCplay
  490 PROCread
  500 REPEAT:REPEAT
  510 PROCwait(L)
  520 PROCmusic
  530 PROCduring
  540 IF key PROCkeyboard ELSE PROCjoyst
ick
  550 PRINTTAB(xco,yco);" "
  560 IFxco<3THENxco1=1
  570 IFyco>20THENyco1=-1
  580 IFxco>36THENxco1=-1
  590 IFyco<6THENyco1=1
  600 xco=xco+xco1
  610 yco=yco+yco1
  620 PRINTTAB(xco,yco)"#"
  630 time=time-1
  640 IF time=0 THEN PROChit
  650 IF place(xco,yco)=no THEN PROCgot
  660 PRINTTAB(21,3)CHR$133;time;CHR$130
  670 PRINTTAB(11,3)CHR$130;score
  680 PRINTTAB(35,3)CHR$130;level
  690 IF place(xco,yco)<>0 PROChit
  700 UNTIL next OR over OR place(xco,yc
```



K
H
G
g
T
R
Q
W
A
S
M
m
Q
X

```
o)=0
  710 UNTIL next OR over
  720 ENDPROC
  730 :
  740 DEFPROCread
  750 RESTORE2060
  760 READno
  770 RESTORE1990
  780 ENDPROC
  790 :
  800 DEFPROCwait(delay)
  810 FOR l=0 TO delay
  820 NEXT
  830 ENDPROC
  840 :
  850 DEFPROCgot
  860 SOUND&11,1,1,4
  870 score=score+1
  880 place(xco,yco)=0:no=no+1
  890 IF score=26 THEN next=TRUE
  900 ENDPROC
  910 :
  920 DEFPROChit
  930 over=TRUE
  940 FOR sound=55 TO 35STEP-1
  950 SOUND3,-15,sound,1
  960 NEXTsound
  970 IF time=0 PRINTTAB(3,23)CHR$130CHR
$136"You ran out of time !"
  980 IF time>0 PRINTTAB(3,23)CHR$130CHR
$136"You ran over the wrong letter!"
  990 IF time>0 PRINTTAB(4,5)CHR$131"You
 should have run over '"CHR$136;CHR$no;C
HR$137"'"
 1000 PROCwait(10000)
 1010 PRINTTAB(3,23)CHR$131CHR$136"Press
 the SPACEBAR to replay."
 1020 REPEATUNTILGET=32
 1030 ENDPROC
 1040 :
 1050 DEFPROCadvance
 1060 next=FALSE
 1070 IF L>1 L=L-1
 1080 FOR sound=35 TO 55
 1090 SOUND3,-15,sound,1
 1100 NEXTsound
 1110 PRINTTAB(7,23)CHR$130CHR$136"LEVEL
";level;" COMPLETED!"
 1120 level=level+1
 1130 score=0
 1140 PROCwait(5000)
 1150 PRINTTAB(7,23)SPC(25)
 1160 ENDPROC
 1170 :
 1180 DEFPROCmusic
 1190 IF ADVAL(-8)<1 ENDPROC
 1200 READ v,p,d
 1210 IF d=999 THEN RESTORE1990:ENDPROC
 1220 SOUND3,v,p,d:ENDPROC
 1230 :
 1240 DEFPROCinst
 1250 PRINT'CHR$134"LETTER COLLECTOR by
W.PREW"'
 1260 PRINT"You  control a cyan  hash  (
#) sign and"
 1270 PRINT"must move around the  screen
 collecting"
 1280 PRINT"the  26  letters of the alph
abet in the"
 1290 PRINT"correct order. If you  fail
to  collect"
 1300 PRINT"any of them in the wrong ord
er then the"
 1310 PRINT"game  will  end. You will  s
tart in the"
 1320 PRINT"top  left  hand  corner  of
the playing"
 1330 PRINT"area and to make things more
 difficult"
 1340 PRINT"you will travel in a diagona
l direction"
 1350 PRINT"unless you  press 'X'  const
antly which"
 1360 PRINT"will  make  you  travel  to
 the right."
 1370 PRINT"If  you hit the  sides you w
ill  bounce"
 1380 PRINT"back  in the  direction  you
 have  just"
 1390 PRINT"come!"
 1400 PRINT"There  is  also  a  time li
mit   which"
 1410 PRINT"decreases each time you fini
sh a level."'
 1420 PRINTCHR$134"Press the SPACEBAR to
 continue.";
 1430 REPEATUNTILGET=32:CLS
 1440 PRINT'CHR$131"CONTROLS:"'
 1450 PRINTCHR$130"Z - LEFT            X -
RIGHT"
 1460 PRINTCHR$130"* - UP              ? -
DOWN"'
 1470 PRINTCHR$132"Q - Sound Off       S -
Sound On"'
 1480 PRINTCHR$133"J - Keyboard to joyst
ick"
 1490 PRINTCHR$133"K - Joystick to keybo
ard"'
 1500 PRINTCHR$129"DELETE - Freeze"
 1510 PRINTCHR$129"COPY   - Continue"'
 1520 PRINTCHR$134"Keyboard or joystick
(K/J) ?";
 1530 REPEAT A=INSTR("KkJj",GET$)
 1540 UNTIL A
```

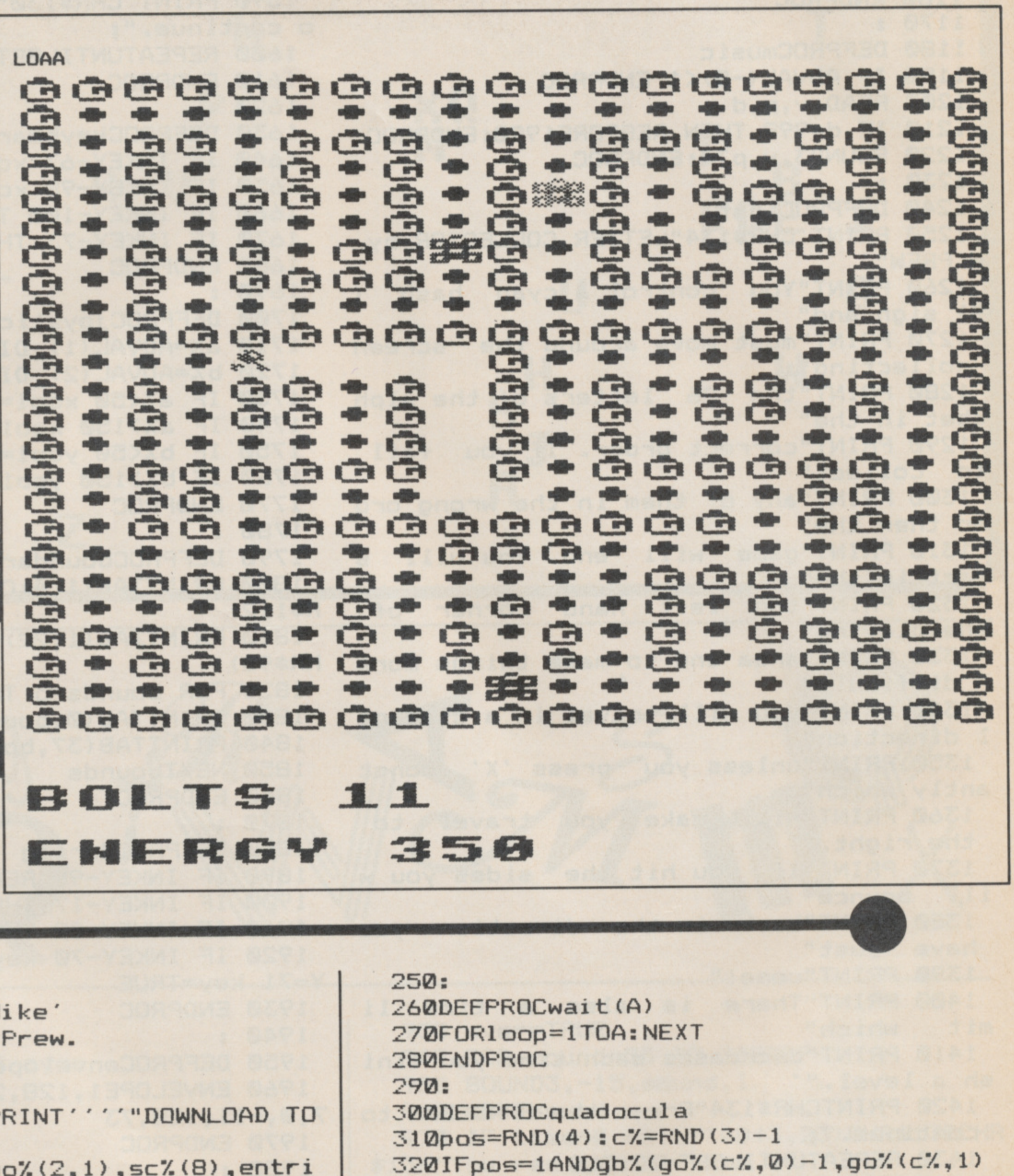
```
 1550 IF A<3 key=-1 ELSE key=0
 1560 PRINT'CHR$134"Enter speed (1(hard)
 - 9(easy)) ?";
 1570 REPEAT I%=INSTR("123456789",GET$)
 1580 UNTIL I%:PRINT;I%:L=I%*15
 1590 PRINT'CHR$130"Press the SPACEBAR t
o continue.";
 1600 REPEATUNTILGET=32
 1610 ENDPROC
 1620 :
 1630 DEFPROCkeyboard
 1640 IF INKEY-67 xco1=1:yco1=0
 1650 IF INKEY-98 xco1=-1:yco1=0
 1660 IF INKEY-105 THEN yco1=1:xco1=0
 1670 IF INKEY-73 THEN yco1=-1:xco1=0
 1680 ENDPROC
 1690 :
 1700 DEFPROCjoystick
 1710 a%=ADVAL(1) DIV 256
 1720 b%=ADVAL(2) DIV 256
 1730 IF a%<50 xco1=1:yco1=0
 1740 IF a%>150 xco1=-1:yco1=0
 1750 IF b%<50 yco1=1:xco1=0
 1760 IF b%>150 yco1=-1:xco1=0
 1770 ENDPROC
 1780 :
 1790 DEFPROCboundary
 1800 PRINTTAB(1,4)CHR$150;STRING$(36,CH
R$112)
 1810 PRINTTAB(1,22)CHR$150;STRING$(36,C
HR$96)
 1820 FOR bounds=5 TO 21
 1830 PRINTTAB(0,bounds)CHR$150"j"
 1840 PRINTTAB(37,bounds)CHR$150"5"
 1850 NEXTbounds
 1860 ENDPROC
 1870 :
 1880 DEFPROCduring
 1890 IF INKEY-90 REPEATUNTILINKEY-106
 1900 IF INKEY-17 THEN *FX210,1
 1910 IF INKEY-82 THEN *FX210
 1920 IF INKEY-70 key=FALSE ELSE IF INKE
Y-71 key=TRUE
 1930 ENDPROC
 1940 :
 1950 DEFPROCenvelope
 1960 ENVELOPE1,128,21,0,-12,4,5,7,77,-1
7,0,-11,120,73
 1970 ENDPROC
 1980 :
 1990 DATA -11,69,16,-10,69,8,-11,97,16,
-10,97,8,-10,77,12,-10,81,4,-10,77,8
 2000 DATA -11,69,16,0,0,8,-11,97,8,-10,
109,8,-11,117,16,-10,109,8,-11,97,12,-10
,105,4
 2010 DATA -10,89,8,-11,97,16,0,0,8,-10,
117,8,-11,117,16,-10,117,8,-11,109,16
 2020 DATA -10,97,5,-11,97,12,-10,89,4,-
10,81,8,-11,77,8,-10,61,16,0,0,8,-11,69,
16
 2030 DATA -10,97,8,-11,89,16,-10,81,8,-
11,77,12,-10,69,4,-11,61,8,-11,69,16
 2040 DATA 0,0,5,999,999,999
 2050 :
 2060 DATA 65,66,67,68,69,70,71,72,73,74
,75,76,77,78,79,80,81,82,83,84,85,86,87,
88,89,90
```

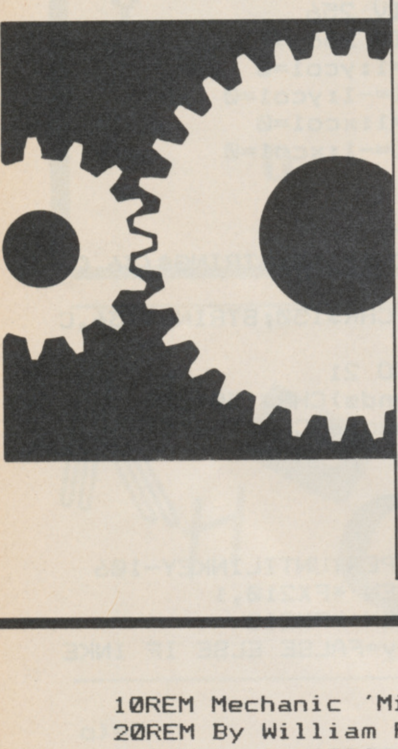
# MECHANIC

**by William Prew**

Mechanic 'Mike' is in desperate need of bolts to hold his old cars together. But three 'Quadolcula's' (four-eyed monsters) are out to get him. If touched, then Mike will most probably die, depending on how much grease they have on them! (And your time is forever dwindling).

**Z = LEFT**
**X = RIGHT**
**: = UP**
**/ = DOWN**





```
   10REM Mechanic 'Mike'
   20REM By William Prew.
   30REM April 1984.
   60:
   70IF PAGE=&1900 PRINT''''"DOWNLOAD TO
 &E00":END
   80DIMgb%(18,23),go%(2,1),sc%(8),entri
es 150
   90PROCdefine
  100MODE7:PROCinst
  110MODE2:VDU23;8202;0;0;0;
  120PROCchrs
  130:
  140REPEAT
  150bump=FALSE
  160MODE2:VDU23;8202;0;0;0;
  170PROCgr_print
  180PROCinitialise
  190PROCset_up
  200PROCmusic
  210PROCman
  220IFbump=FALSEPROCbump
  230MODE7:PROChall
  240UNTILFALSE
```

```
  250:
  260DEFPROCwait(A)
  270FORloop=1TOA:NEXT
  280ENDPROC
  290:
  300DEFPROCquadocula
  310pos=RND(4):c%=RND(3)-1
  320IFpos=1ANDgb%(go%(c%,0)-1,go%(c%,1)
)<>1PROCprint_quadocula(go%(c%,0)-1,go%(
c%,1))
  330IFpos=2ANDgb%(go%(c%,0)+1,go%(c%,1)
)<>1PROCprint_quadocula(go%(c%,0)+1,go%(
c%,1))
  340IFpos=3ANDgb%(go%(c%,0),go%(c%,1)-1
)<>1PROCprint_quadocula(go%(c%,0),go%(c%
,1)-1)
  350IFpos=4ANDgb%(go%(c%,0),go%(c%,1)+1
)<>1PROCprint_quadocula(go%'c%,0)OSCLIOS
CLIo%(c%,1)+1)
  360ENDPROC
  370:
  380DEFPROCprint_quadocula(x,y)
  390PRINTTAB(go%(c%,0),go%(c%,1));
  400IFgb%(go%(c%,0),go%(c%,1))=0VDU17,7
,129ELSEVDU32
```

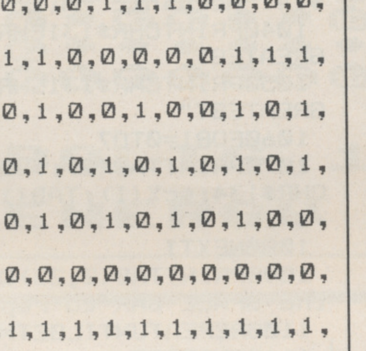
# MIKE

*BBC*

```
  410go%(c%,0)=x:go%(c%,1)=y
  420VDU17,c%+1,31,go%(c%,0),go%(c%,1),1
31
  430IFgo%(0,0)=xpos%ANDgo%(0,1)=ypos%PR
OCbump:ENDPROC
  440IFgo%(1,0)=xpos%ANDgo%(1,1)=ypos%PR
OCbump:ENDPROC
  450IFgo%(2,0)=xpos%ANDgo%(2,1)=ypos%PR
OCbump
  460ENDPROC
  470:
  480DEFPROCscore
  490score=score+1
  500COLOUR3:PRINTTAB(6,26);score
  510SOUND3,2,54,1
  520gb%(xpos%,ypos%)=255
  530ENDPROC
  540:
  550DEFPROCset_up
  560COLOUR3:PRINTTAB(0,26)"BOLTS ";scor
e
  570PRINTTAB(0,28)"ENERGY "
  580ENDPROC
  590:
  600DEFPROCinitialise
  610bump=FALSE
  620score=0:energy%=400
  630xpos%=9:ypos%=15
  640go%(0,0)=10:go%(0,1)=2
  650go%(1,0)=9:go%(1,1)=8
  660go%(2,0)=10:go%(2,1)=19
  670ENDPROC
  680:
  690DEFPROCdefine
  700VDU23,128,0,24,60,66,78,74,66,60,0
  710VDU23,129,0,0,24,60,60,24,0,0
  720VDU23,130,0,24,52,60,24,100,70,0
  730VDU23,131,24,231,189,255,36,255,189
,231
  740ENVELOPE1,3,0,0,0,0,0,0,126,-1,0,-5
,126,0
  750ENVELOPE2,0,0,12,0,4,100,4,121,-2,-
1,-1,120,0
  760FOR1%=0TO7
  770$(entries+1%*15)="Mechanic Mike."
  780sc%(1%)=200-20*1%
  790NEXT
  800ENDPROC
  810:
  820DEFPROCenter
  830IFscore<=sc%(7)ENDPROC
  840FORI=7TO0STEP-1
  850IFscore>sc%(I)sc%(I+1)=sc%(I):$(ent
ries+(I+1)*15)=$(entries+I*15):fix=I
  860NEXT
  870sc%(fix)=score
  880PRINTTAB(6,4)CHR$134CHR$141"Congrat
ulations ."
  890PRINTTAB(6,5)CHR$134CHR$141"Congrat
ulations .."
  900PRINTTAB(4,7)CHR$131"Your score,whi
ch was ";score
  910PRINTTAB(2,9)CHR$131"qualifies for
the Hall of Fame .."
  920PRINTTAB(4,11)CHR$134"What do you c
all yourself ..?"
  930VDU31,7,13,132,157,131,31,27,13,156
,31,10,13
  940*FX15,0
  950!&900=entries+fix*15:?&902=14:?&903
=32:?&904=127
  960X%=0:Y%=&9:A%=0:CALL&FFF1
  970ENDPROC
  980:
  990DEFPROChall
 1000PROCenter
 1010CLS
 1020PRINTCHR$129CHR$157TAB(3)CHR$131CHR
$141"Mechanic 'Mike' Hall of Fame"
 1030PRINTCHR$129CHR$157TAB(3)CHR$131CHR
$141"Mechanic 'Mike' Hall of Fame"'
 1040PRINTCHR$131CHR$141TAB(12)"TODAY'S
GREATEST"
 1050PRINTCHR$131CHR$141TAB(12)"TODAY'S
GREATEST"'
 1060FORI=0TO7
 1070PRINTTAB(2);:VDUI+49,46:PRINTTAB(6)
CHR$134;sc%(I);TAB(12)"....   ";$(entries
+I*15)'
 1080NEXTI
 1090PRINTTAB(2,23)CHR$134CHR$136"Press
the SPACE BAR to replay.";
 1100REPEATUNTILGET=32
 1110ENDPROC
 1120:
 1130DEFPROCgr_print
 1140RESTORE1220
 1150FORxway%=1TO24
 1160FORyway%=1TO19
 1170READA:gb%(yway%-1,xway%-1)=A
 1180IFA=0COLOUR7:VDU129ELSECOLOUR6:VDU1
28
 1190NEXT
 1200PRINT
 1210NEXT
 1220DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
```

# MECHANIC MIKE

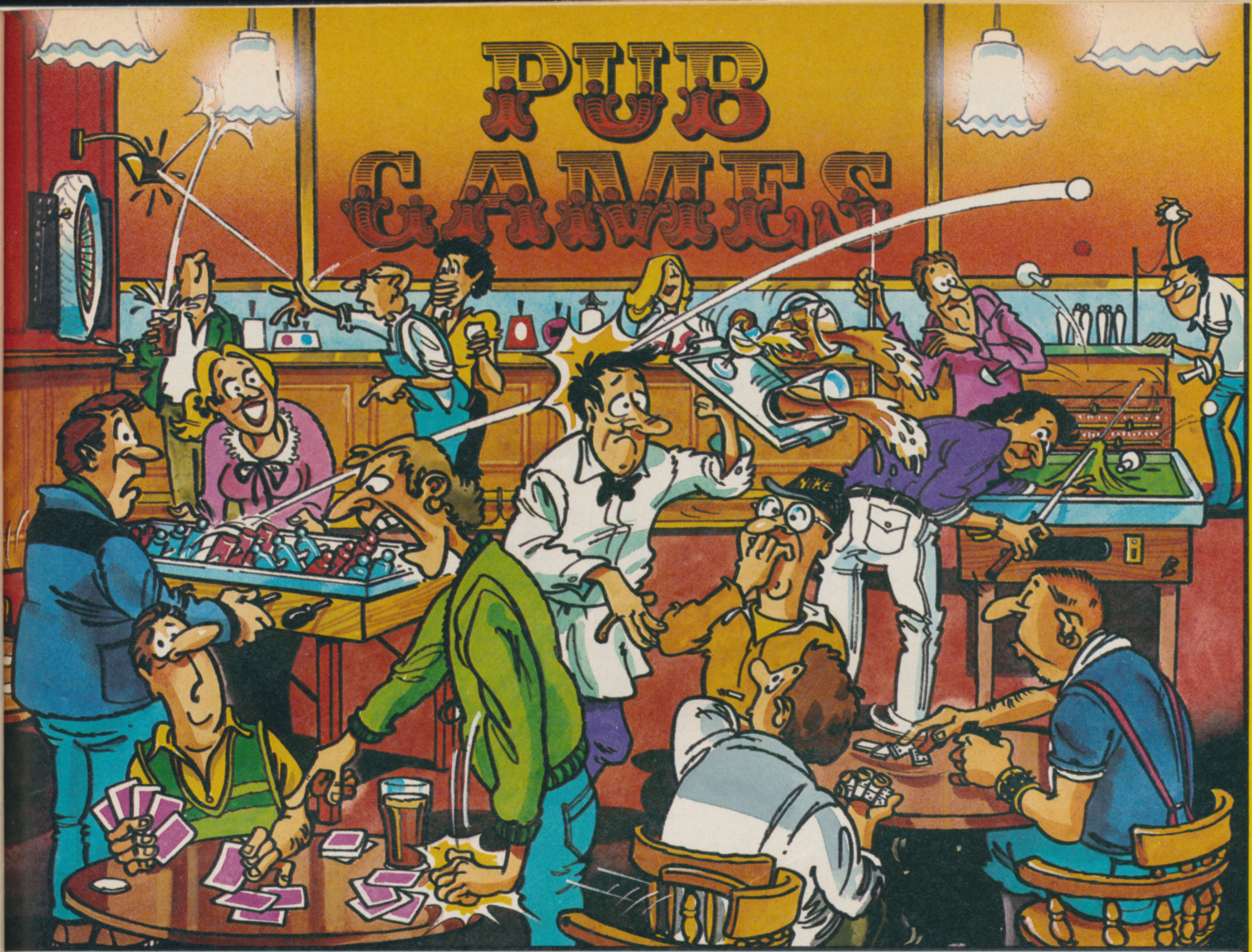
```
1,1,1,1
 1230DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,1
 1240DATA 1,0,1,1,0,1,1,1,0,1,0,1,1,1,0,
1,1,0,1
 1250DATA 1,0,1,0,0,1,0,1,0,1,0,1,0,1,0,
0,1,0,1
 1260DATA 1,0,1,1,1,1,0,1,0,1,0,1,0,1,1,
1,1,0,1
 1270DATA 1,0,0,0,0,0,0,1,0,1,0,1,0,0,0,
0,0,0,1
 1280DATA 1,0,1,1,1,0,1,1,0,1,0,1,1,0,1,
1,1,0,1
 1290DATA 1,0,1,0,1,1,1,1,0,1,0,1,1,1,1,
0,1,0,1
 1300DATA 1,0,1,0,0,0,0,0,0,0,0,0,0,0,0,
0,1,0,1
 1310DATA 1,0,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,0,1
 1320DATA 1,0,0,0,0,0,0,0,1,0,0,0,0,0,
0,0,0,1
 1330DATA 1,0,1,0,1,1,0,1,0,1,0,1,0,1,1,
0,1,0,1
 1340DATA 1,0,1,0,1,1,0,1,0,1,0,1,0,1,1,
0,1,0,1
 1350DATA 1,0,0,0,0,0,0,1,0,1,0,1,0,0,0,
0,0,0,1
 1360DATA 1,0,1,1,1,1,1,1,0,1,0,1,1,1,1,
1,1,0,1
 1370DATA 1,0,1,1,0,0,0,0,0,0,0,0,0,0,0,
1,1,0,1
 1380DATA 1,0,1,1,0,1,1,1,1,1,1,1,1,1,0,
1,1,0,1
 1390DATA 1,0,0,0,0,0,0,0,1,1,1,0,0,0,0,
0,0,0,1
 1400DATA 1,0,1,1,1,1,1,0,0,0,0,0,1,1,1,
1,1,0,1
 1410DATA 1,0,0,0,1,0,1,0,0,1,0,0,1,0,1,
0,0,0,1
 1420DATA 1,1,1,1,1,0,1,0,1,0,1,0,1,0,1,
1,1,1,1
 1430DATA 1,0,1,1,0,0,1,0,1,0,1,0,1,0,0,
1,1,0,1
 1440DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,1
 1450DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1
 1460ENDPROC
 1470:
 1480DATA 81,7,69,3,53,5,81,5,89,5,49,5,
53,5
 1490:
 1500DEFPROCbump
 1510bump=TRUE
 1520RESTORE1480
 1530FORmusic=1TO7
 1540READp,d
 1550SOUND2,1,p,d
 1560SOUND3,1,p-48,d
 1570NEXTmusic
 1580PROCwait(10000)
 1590ENDPROC
 1600:
 1610DEFPROCmusic
 1620RESTORE1690
 1630FORmusic=1TO15
 1640READp,d
 1650SOUND2,1,p,d:SOUND3,1,p-48,d
 1660NEXTmusic
 1670PROCwait(4000)
 1680ENDPROC
```



```
 1690DATA129,2,117,2,101,6,101,1,101,2,1
01,1,101,2,109,3,117,2,129,6,129,1,129,2
,129,1,129,2,129,1
 1700:
 1710DEFPROCinst
 1720PRINT'TAB(9)CHR$134CHR$141"Mechanic
 'Mike'"
 1730PRINTTAB(9)CHR$134CHR$141"Mechanic
'Mike'"'
 1740PRINTTAB(10)CHR$131"By William Prew
."'
 1750PRINTTAB(2)" Mechanic 'Mike' is in
desperate"
 1760PRINTTAB(2)" need of bolts to hold
his old cars"
 1770PRINTTAB(2)" together. But three 'Q
uadocula's'"
 1780PRINTTAB(2)" (four eyed monsters) a
re out to"
 1790PRINTTAB(2)" get him. If touched th
en Mike will"
 1800PRINTTAB(2)" most probably die,depe
nding on"
 1810PRINTTAB(2)" how much grease they h
ave on them!"'
 1820PRINTTAB(2)" Also your time is fore
ver dwindling."'
 1830PRINTTAB(4)"Z=LEFT  X=RIGHT  :=UP
/=DOWN"
 1840PRINTTAB(2,18)CHR$134CHR$136"Press
the SPACE BAR to play.";
 1850REPEATUNTILGET=32
 1860ENDPROC
 1870:
 1880DEFPROCchrs
 1890COLOUR3:PRINT'"CHARACTERS:"''
 1900COLOUR6:VDU128:PRINT"  GREASEDRUM"'

 1910COLOUR7:VDU129:PRINT"  BOLT"''
 1920COLOUR5:VDU130:PRINT"  MECHANIC MIK
E"''
 1930COLOUR2:VDU131:PRINT"  QUADOCULA'S"

 1940PRINT"PRESS THE SPACEBAR"
 1950REPEATUNTILGET=32
 1960ENDPROC
 1970:
 1980DEFPROCman
 1990COLOUR7
 2000REPEAT
 2010PROCquadocula
 2020PRINTTAB(xpos%,ypos%)" "
 2030IFINKEY(-98)ANDgb%(xpos%-1,ypos%)<>
1xpos%=xpos%-1
 2040IFINKEY(-67)ANDgb%(xpos%+1,ypos%)<>
1xpos%=xpos%+1
 2050IFINKEY(-105)ANDgb%(xpos%,ypos%+1)<
>1ypos%=ypos%+1
 2060IFINKEY(-73)ANDgb%(xpos%,ypos%-1)<>
1ypos%=ypos%-1
 2070IFgb%(xpos%,ypos%)=0PROCscoreELSEIF
gb%(xpos%,ypos%)<>255PROCbump
 2080COLOUR5:PRINTTAB(xpos%,ypos%)CHR$13
0
 2090energy%=energy%-0.5
 2100COLOUR3:PRINTTAB(7,28);INT(energy%)
;" "
 2110UNTILenergy%=0ORbump=TRUE
 2120ENDPROC
```



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12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
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36. Rocket Launch
37. Planets
38. Black Hole
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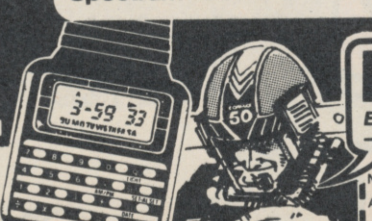

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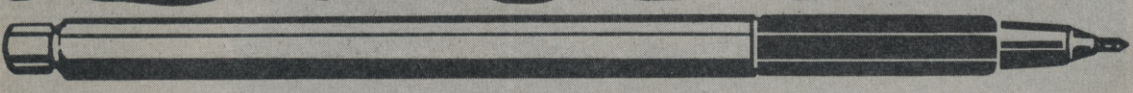


### Gordon Hamlett passes on the secrets of writing paper and pencil adventures

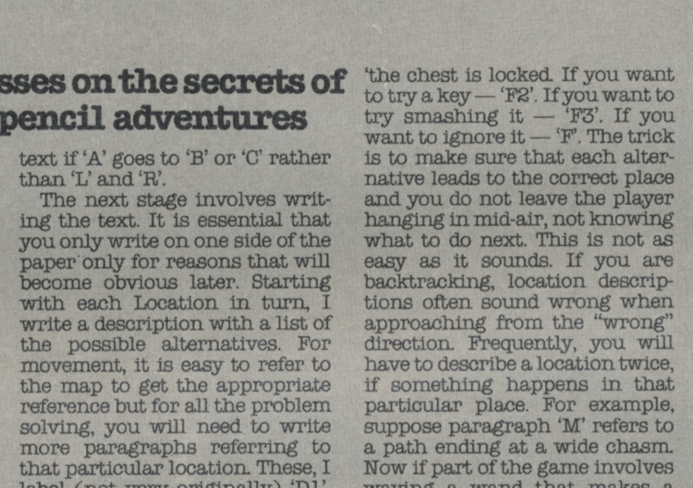
Several of you have very kindly written in to say how much you have enjoyed playing the Heroic Warrior adventure included in Gamer each month and have expressed an interest in writing them yourself. So, instead of my usual random jottings, here it is, the inside information on how I write one of the games.

**N.B.** This is the method that works for me. I do not claim that it is the most effective or efficent way of doing it but as I said, it works.

As usual, for any kind of story, it is necessary to have some sort of idea as to what the plot will be about and there are added problems with an HW adventure in that you don't have very much space to develop your ideas. For a typical Gamer length game of about 50-60 paragraphs, there are only about 25 different locations. Start with the aim of the game e.g. rescue the princess from the tower and decide on two or three main problems which will need to be solved e.g. get into the tower and defeat the evil wizard. At this stage, I would also have a fair idea as to how those problems were to be solved but the final details would probably not be finalised,

Now, I would draw my map. This is no more than a series of boxes joined to show the various exits and with a couple of words description for some of them e.g start or thief with key or whatever. The important thing now is to label the assorted locations. As everything in the final version is done by numbered paragraphs, I assign each box a letter starting with 'A, for the start location and then moving through left to right or top to bottom depending on how I've drawn my map. It makes life a lot easier when you are writing the text if 'A' goes to 'B' or 'C' rather than 'L' and 'R'.

The next stage involves writing the text. It is essential that you only write on one side of the paper only for reasons that will become obvious later. Starting with each Location in turn, I write a description with a list of the possible alternatives. For movement, it is easy to refer to the map to get the appropriate reference but for all the problem solving, you will need to write more paragraphs referring to that particular location. These, I label (not very originally) 'D1', 'D2', 'D3' etc. For example, suppose you come across a clearing with a chest in it. Your text may look something like 'you are in a clearing with a chest. Exits are north and south. To go north — 'G'. To go south — 'E'. To examine the chest — 'F1'. F1 might read 'the chest is locked. If you want to try a key — 'F2'. If you want to try smashing it — 'F3'. If you want to ignore it — 'F'. The trick is to make sure that each alternative leads to the correct place and you do not leave the player hanging in mid-air, not knowing what to do next. This is not as easy as it sounds. If you are backtracking, location descriptions often sound wrong when approaching from the "wrong" direction. Frequently, you will have to describe a location twice, if something happens in that particular place. For example, suppose paragraph 'M' refers to a path ending at a wide chasm. Now if part of the game involves waving a wand that makes a crystal bridge appear, paragraph 'M' is now redundant and all future references will have to be to say 'M4' which describes the chasm with a bridge over it. Note that this paragraph should not say that a bridge appears (for it doesn't appear every time you approach the chasm) but rather that there is a bridge over the chasm. These are things that are easy for a computer to handle but that require careful attention when appearing in text form.



When you have finished all your writing, it is time for what I call the cut and paste session — the bit I like least. The idea is to get the paragraphs into some sort of random order. I do this by cutting the paper into strips, each one contining just one paragraph (this is why you write on only one side of the paper). Giving all the strips of paper a good shuffle, I lay then out on the floor in something like six rows of ten. The paragraphs can then be numbered as they appear in the final version. The painstaking bit comes in cross referencing all the paragraphs. Believe me, it takes hours just sitting there looking for 'F3', finding it and writing in its new number. When you eventually finish, you should now have a series of numbered paragraphs, in order and all correctly labelled. You can now stick then onto separate bits of paper or type then up or whatever.

Well there you are, I told you that it wasn't exactly the height of sophistication but it works (although I wouldn't like to try a book length game of 400 paragraphs this way).

When you've completed your masterpiece why not send it to us. We'll pay for any we publish.

# COMMANDO

# R·A·I·D

## Can you battle singlehandedly against the odds to rescue a resistance leader captured by the Gestapo?

Welcome to another Heroic Warrior Adventure! All you need to play is paper, pencil and two dice. Follow the numbered paragraphs as directed as you try to complete your task. The combat system is slightly different this month for reasons that will soon become obvious. As you are on a death or glory mission, you will be trying to kill your opponents immediately. Failure to do so will result in your own demise. For each combat situtaion, you must decide which of your three weapons types to use. Then, making a note of your current paragraph number, cross reference that number with the weapon used in the combat table. This will give you a figure and you must roll that number or fewer with two dice in order to succeed. The variation in figures is designed to take into account the size of room, position and alertness of occupants etc. In some situatins, a figure 1 is shown. This indicates that the method of attack has no chance of succeeding whatsoever. You only have a limited number of weapons so you must keep a careful tally of them.

You are a commando, organising resistance groups in occupied France. News comes through from London that a leading member of the resistance has been captured and is being "questioned" by the Gestapo. As the prison is mostly undergrounmd,the RAF cannot bomb it to stop vital secrets about D-Day from being revealed. The only chance is for you to break into Gestapo Headquarters and either rescue the prisoner or kill him before he talks. You are told that this is likely to be a suicide mission but it is the Allies only hope. You will always have surprise on your side and because of the extensive bomb proofing, no-one will hear the odd gunshot or grenade going off. As you will have to approach the building in civilian clothing, you can only carry the following weapons. A KNIFE (unlimited use), a PISTOL with eight bullets and two grenades. Go to 50.

1. As you are releasing the prisoners, a voice behind you says "Hande Hoch!" You have been captured by the guards who were in the torture chamber. For you ze game is over.

2. You are in a E/W corridor with a door to the south.
To go S — 17
To go E — 44
To go W — 14

3. Do you have a pass to show them?
Yes — 28
No — 46

4. The door opens into the doctor's surgery. The doctor is busy preparing mixtures with his nurse. Do you succeed in killing them? (check combat)
Yes — 29
No — 46

5. You throw the poisoned meat to the dogs and they eat it voraciously. Soon, however, the poison takes effect and they drop down dead.
Go to — 20

6. You are at the bottom of the staircase. A passage leads east.
To go E — 19
To go Up — 34

7. The door opens to reveal a corporal sitting behind a desk. Do you succeed in killing him? (check combat)
Yes — 37
No — 46

8. The corridor ends at a staircase leading down.
To go D — 34
To go W — 44

9. The office has doors to the east and west.
To go E — 40
To go W — 2

10. You free your man but it is soon obvious that you will not be able to get him out of the building. His arms and legs have been broken under torture and he is now no more than a gibbering wreck. Cursing under your breath, you put him out of his misery. Pondering over the not very origianl thought that war is hell, you go and rescue the other prisoners.
Go to — 45

11. There is a large walk in cupboard here which is locked.
To open the door — 47
To go — S

12. The corridor continues south and turns to the east.
To go N — 14
To go E — 23

13. The passage opens into a large underground compound with a single low building in the centre and a row of what appear to be cells at the far end. The compound is controlled by six ferocious dobermans. How do you wish to get past them?
With weapons — 36
Some other way — 48

14. You are at the west end of a long corridor with another corridor off south and a door to the north. The door you entered by is to the west but you will not leave until you have succeeded in your task.
To go N — 39
To go E — 2
To go S — 12

15. You are on a small landing with doors to the west and south.
To go W — 42
To go S — 30

16. You persuade the guards that you have business inside and they let you pass.
Go to — 14

17. The door opens into a corporal's office. Do you kill him? (check combat)
Yes — 9
No — 46

18. Doors lead south and east
To go S — 38
To go E — 30

19. Two guards on sentry duty aim their guns at you before you have a chance to attack them. Are you wearing German uniform?
Yes — 3
No — 46

20. To examine the cells — 32
To examine the single building — 49
To go W — 51

21. As well as doors leading north and east, there is a spare German uniform here which you can change into it if you want.
To go N — 42
To go E — 30

22. You open the cupboard and find a pass to the lower level.
Go to — 11

23. You are in the kitchen. There are two people working there. Do you succeed in killing them? (check combat)
Yes — 41
No — 46

## Combat Table

| Location | Knife | Gun | Grenade |
|---|---|---|---|
| 4 | 8 | 9 | 10 |
| 7 | 9 | 10 | 12 |
| 17 | 9 | 10 | 12 |
| 23 | 7 | 9 | 11 |
| 26 | 1 | 1 | 1 |
| 28 | 7 | 9 | 10 |
| 30 | 6 | 8 | 11 |
| 35 | 9 | 11 | 12 |
| 36 | 1 | 4 | 7 |
| 38 | 4 | 7 | 9 |
| 40 | 9 | 10 | 12 |
| 42 | 5 | 7 | 8 |
| 43 | 10 | 12 | 12 |
| 51 | 6 | 9 | 1 |

24. Doors lead north and west
To go N — 15
To go W — 38

25. You are in an E/W passage.
To go E — 35
To go W — 6

26. Did you win? (check combat)
Yes — 14
No — 46

27. Did you poison it?
Yes — 5
No — 31

28. The sentries let you pass and relax their guard giving you the opportunity to kill them. Do you succeed? (check combat)
Yes — 35
No — 46

29. The surgery contains assorted bottles of drugs but you have little medical knowledge. You do however recognise that the bottle marked with a large skull and crossbones is poison and you can take it if you want. You return to the corridor.
Go to — 44

30. The door opens into part of the guards' rest room. There are two guards there. Do you succeed in killing them? (check combat)
Yes — 24
No — 46

31. The dogs are superbly trained and attack instantly. They soon rip your body to shreds. Your mission has failed.

32. Did you examine the single building first?
Yes — 45
No — 1

33. The office contains all the records of the local resistance which you take the opportunity of destroying. You also find a key. You leave the office.
Go to — 9

34. You are on the staircase with a passage leading off west.
To go U — 8
To go D — 6
To go W — 15

35. There is a small alcove off here with a solitary gaoler in it. Do you defeat him?
Yes — 49
No — 46

36. Do you defeat him? (check combat)
Yes — 20
No — 46

37. There are doors in the north and west walls
To go N — 43
To go W — 39

38. The door opens into another rest room for guards. there are four here playing cards round a table. Do you defeat them? (check combat)
Yes — 21
No — 46

39. The door opens into a small anteroom there are a few chairs along one wall and doors in the south and east walls.
To go S — 14
To go E — 7

40. You can see the colonel sitting behind a large desk. Do you succeed in killing him? (check combat)
Yes — 33
No — 46

41. You look around the kitchen but there is little of interest apart from a few joints of beef that were being prepared for the meal that night. You can take one if you want. Return to the corridor.
Go to — 12

42. The door opens to reveal part of the guards' quarters. Four guards are startled by your appearance. Do you succeed in killing them? (check combat)
Yes — 18
No — 46

43. You are in the adjutant's office, who has his back to you looking through the window. Do you succeed in killing him? (check combat)
Yes — 11
No — 46

44. You are in an E/W corridor, with a door off to the north.
To go N — 14
To go E — 8
To go W — 2

45. You release the prisoners, all leading members of the local resistance. All you have to do now is escape and lie low for a while as the reprisals for this raid are likely to be severe indeed.

46. You are overpowered by the Germans, They will be more than interested in seeking retribution for the men that you have killed, especially when they discover that you are a commando whom they despise. The next few days under torture are not going to very pleasant before you face the firing squad.

47. Do you have a key?
Yes — 22
No — 11

48. Do you have the meat?
Yes — 27
No — 31

49. The gaoler has the keys to the cells which you pick up.
To go E — 13
To go W — 19

50. You are at the door of Gestapo Headquarters. There are two guards outside and an army patrol at the end of the street. How do you want to get past them?
By talking — 16
By attacking — 26

51. You enter the torture chamber where two Gestapo thugs have been beating up the man you are looking for. Obviously it is too dangerous to use a grenade. Do you kill them? (check combat)
Yes — 10
No — 46

**Random Numbers.**

**If you don't have any dice with you then use these random numbers to decide your fate. Start anywhere in the list and cross one off whenever you are instructed to roll a die.**

| | | | | | |
|---|---|---|---|---|---|
| 2 | 5 | 6 | 4 | 1 | 2 |
| 5 | 2 | 3 | 4 | 5 | 1 |
| 5 | 1 | 3 | 5 | 5 | 4 |
| 6 | 2 | 6 | 5 | 6 | 4 |
| 5 | 2 | 1 | 2 | 2 | 3 |
| 2 | 4 | 5 | 6 | 6 | 1 |
| 4 | 4 | 3 | 6 | 2 | 4 |
| 6 | 2 | 6 | 1 | 3 | 4 |
| 6 | 5 | 5 | 5 | 2 | 2 |
| 4 | 4 | 3 | 3 | 6 | 4 |
| 2 | 5 | 4 | 6 | 4 | 4 |
| 6 | 1 | 1 | 6 | 6 | 6 |
| 2 | 3 | 5 | 6 | 3 | 5 |
| 6 | 3 | 5 | 2 | 2 | 4 |
| 6 | 4 | 3 | 5 | 1 | 3 |
| 3 | 5 | 4 | 2 | 6 | 2 |
| 6 | 2 | 3 | 6 | 3 | 2 |
| 5 | 6 | 1 | 6 | 6 | 2 |
| 2 | 2 | 6 | 6 | 5 | 3 |
| 2 | 1 | 4 | 2 | 1 | 2 |
| 4 | 2 | 3 | 3 | 3 | 1 |
| 2 | 5 | 3 | 6 | 1 | 6 |
| 4 | 4 | 4 | 2 | 4 | 2 |
| 6 | 6 | 6 | 4 | 2 | 2 |
| 6 | 5 | 2 | 4 | 4 | 2 |
| 3 | 6 | 1 | 5 | 5 | 3 |
| 2 | 4 | 4 | 3 | 2 | 5 |
| 5 | 1 | 6 | 2 | 3 | 2 |
| 5 | 3 | 4 | 4 | 5 | 3 |
| 3 | 4 | 5 | 2 | 6 | 1 |
| 3 | 2 | 4 | 6 | 6 | 5 |
| 6 | 2 | 4 | 3 | 2 | 4 |
| 4 | 4 | 5 | 6 | 4 | 6 |
| 1 | 5 | 2 | 4 | 1 | 2 |
| 4 | 2 | 6 | 4 | 6 | 1 |
| 4 | 5 | 2 | 1 | 6 | 2 |
| 5 | 3 | 6 | 1 | 3 | 4 |
| 6 | 5 | 4 | 1 | 2 | 4 |
| 6 | 5 | 4 | 2 | 4 | 1 |
| 6 | 3 | 4 | 3 | 6 | 4 |
| 5 | 2 | 2 | 2 | 3 | 1 |
| 3 | 4 | 2 | 1 | 6 | 4 |
| 4 | 1 | 1 | 5 | 1 | 5 |
| 2 | 1 | 2 | 1 | 1 | 5 |
| 2 | 2 | 3 | 5 | 2 | 2 |
| 5 | 6 | 6 | 1 | 1 | 5 |
| 4 | 6 | 2 | 1 | 1 | 5 |
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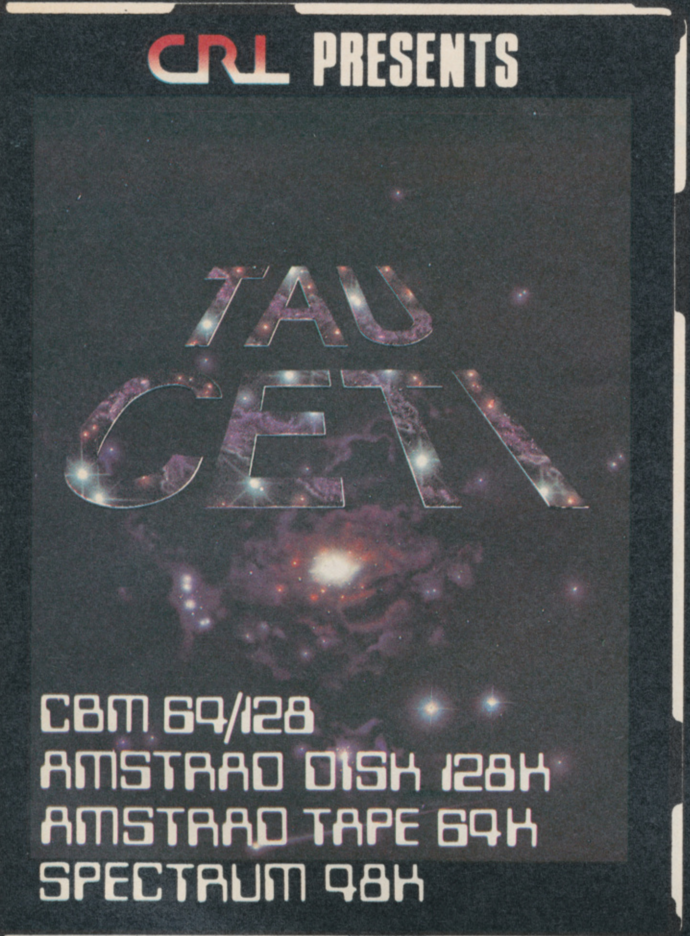
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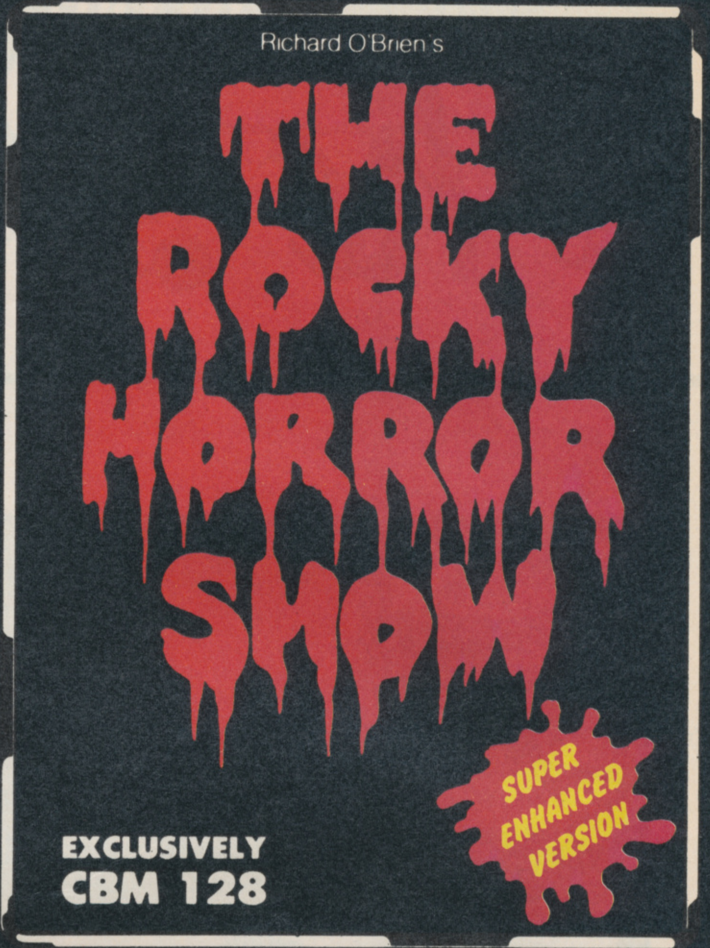
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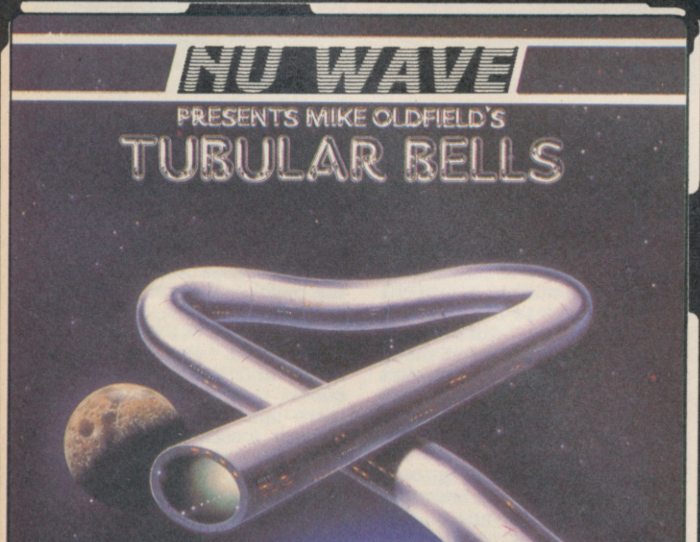
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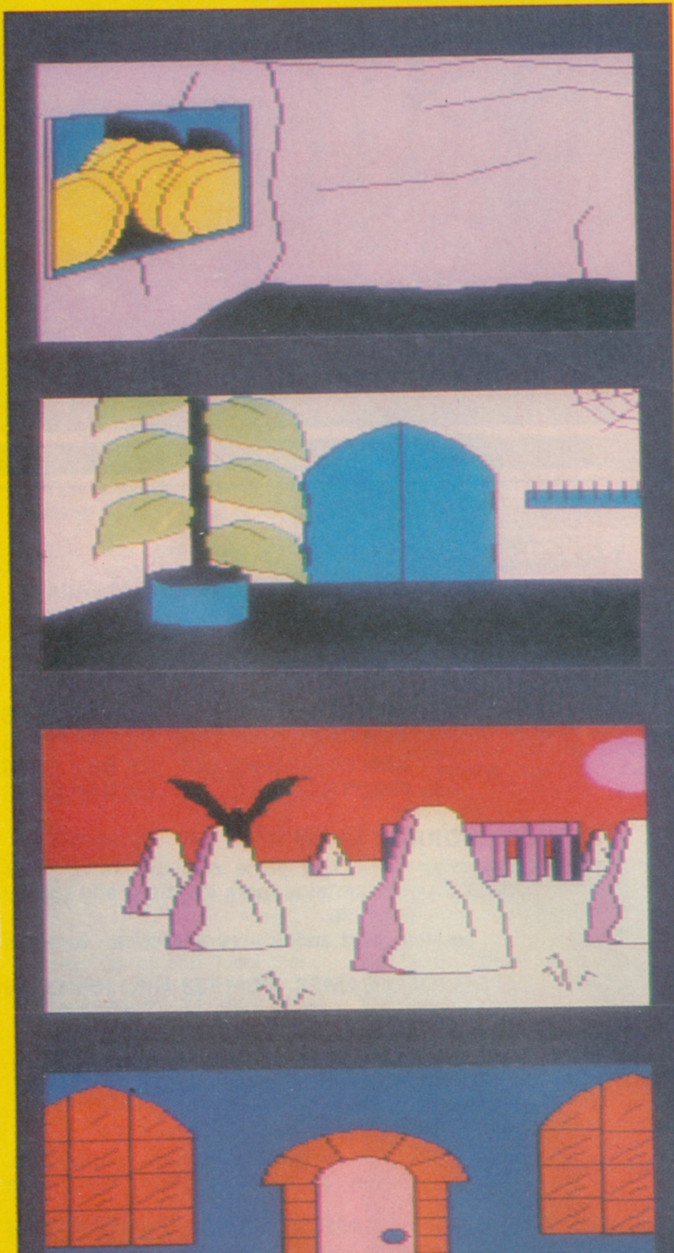

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| **Supplier:** | Level 9 Computing |
| **Price:** | £9.95 |

A new release from Level 9 is guaranteed to get adventurers everywhere licking their lips in anticipation, expecially when the game is the follow up to the highly successful and award winning Red Moon. The Price of Magik is a huge game as Level 9 have improved their compression techniques even further, and features over 200 locations, all illustrated (except for the BBC version) with a vocabulary of over 1,000 words — an amazing achievement for a cassette based game.

Magic used to pervade the land whilst the moon was red. Gradually though, the sun bleached its power away. The surviving magicians created a new crystal and appointed mighty sorcerors to guard and enhance its abilities and so spread magic through the land once again. The problems started when Myglar developed a morbid fear of dying. Unfortunately, he was guardian of the red moon crystal of Baskalos at the time and started to use the crystal's power to his own end rather than the good of the land, As the power of the red moon diminishes, so does the amount of magic in the worl.d To that end, you have been summoned to overthrow Myglar and take his place as guardian.

The game starts with you outside the large house of the red moon knowing absolutely nothing about magik. In order to succeed, you will need to learn some 18 different spells and be able to implement them. In order to be able to cast a spell, you must first learn its name and then find the appropriate focus. This is an object without which the spell will not work. There is however usually a connection of sorts between the spell and its focus e.g. in order to use the FLY spell, you must first find the broom. Casting spells is very straightforward. You can simply cast a general purpose spell, cast it at a specific object including yourself or cast it in a specific direction. There is of course a penalty to be paid for the indiscriminate use magik. Every spell you cast ages you by a year. Reach 100 and you are deemed to have died of old age although there is a way of reversing the flow of time. Scoring in the game is not the usual find a treasure and drop it at the appropriate location variety, but rather it is based on performance. Thus you get marks for becoming a better magician, learning spells and finding their foci. This is indicated by a sanity rating. The greater your magical ability, the lower your sanity and the more spells you are able to cast.

Exploring your surroundings is very straightforward and I was able to visit over 120 locations without too much in the way of mishaps. Mapping is easy to do as each location gives details of discovered exits and where they lead to. Thus you may be told that you can go west to staircase, north to a misty corridor and south east to an oak corridor. These details constitute the bulk of the text, and as the map is a logical one, I would have preferred to see simple exit descriptions (you can go west, north and south east in the quoted example) and devote more space to describing the current location. As it is, you have to gain most of your descriptions by examining objects. The pictures are fairly simple but bright and colourful Thanks to the multi-tasking system developed by Level 9, you can type ahead and don't have to wait for a picture to finish drawing before you can move on — a great help if you are backtracking through a previously explored section.

If exploring the game is reasonably easy, solving it most definitely is not. There are over 150 objects and creatures scattered about waiting to be manipulated. Some of the creatures only have your worst interests at heart and you will have to fight them if you want to discover what they are guarding. Others are there to help you although you may find that you

# f Magik

**A new level 9 adventure is always good news. It's even better when it's the sequel to the excellent Red Moon. Gordon Hamlett investigates**

The Price of Magik
Level 9 Computing

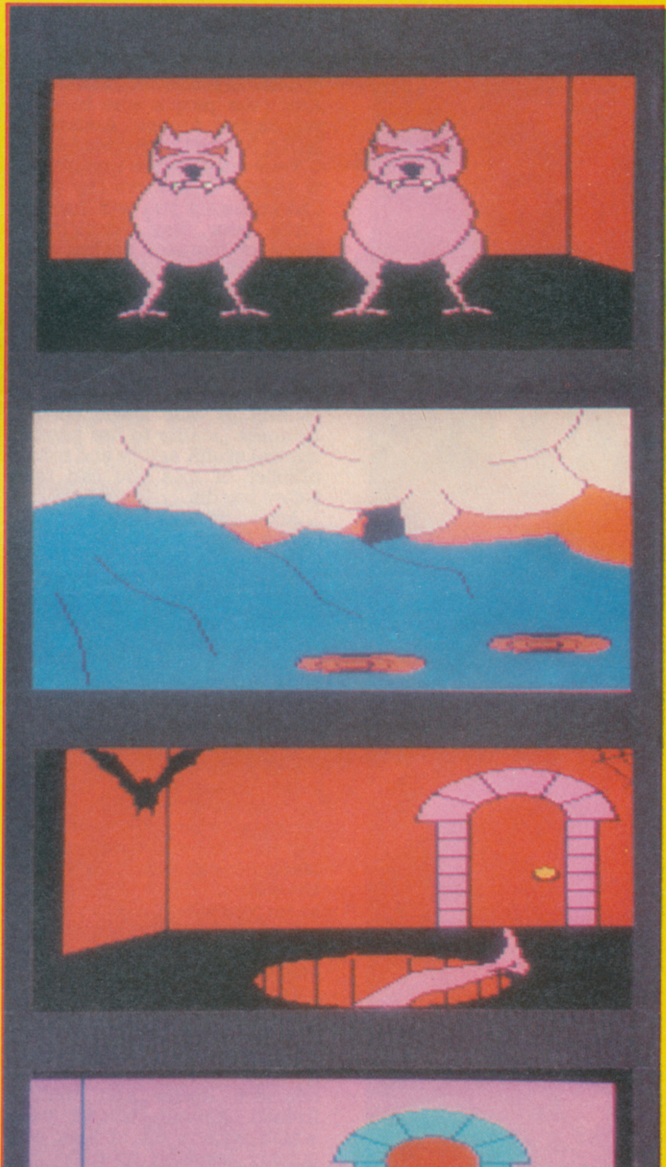
will need a bit of magical assistance before they obey your every whim. Combat is determined on a system of hit points. There are assorted weapons that you can use as you hack and slash your way through the game. When a creature's (or yours for that matter) hit points reaches zero, it dies and its body disappears although you may find that is ghost comes back to haunt you on future occasions. You start off with 100 hit points but can heal your wounds with the opposite spell.

As mentioned earlier, the game supports a vocabulary of over 1,000 words and the parser will understand some quite complex sentences. One of the nice things is that the word "it" is understood so that you can type "examine the mandrake and put it in the bag". Take and drop all are also supported. One command that I haven't come across before is the "oops" command. Lets face it. We've all typed in commands that we have instantly regretted simply because it is too much hassle to save your current position. This is usually followed by fifty tons of rubble falling on your head or somethig similar. With the oops command, you can take back your unfortunate entry and return to the position immediately before you tried it. Your position is constantly being updated in one or more buffers. How frequently you can use it depends on your machine. It ranges from not at all on the BBC to about sixty times on the Spectrum 128. The only problem is that there is no mention of it in the instructions. Likewise for Ramsave which stores a position in memory for as long as the computer is turned on. One other feature that Level 9 have introduced and one that I am sure no-one is going to enjoy very much is the appearance of the dreaded Lenslok protection system. The blurb says that you will need to use it several times during the adventure but the only time it can up when I was playing was when I tired to restore a position. And of course, it didn't work as I couldn't adjust the letter 'H' to the right size — very frustrating.

Apart from my grumble about Lenslok, I found this to be a very challenging and interesting adventure. And what is the Price of Magik? Just £9.95 from your usual stockist!

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Atmosphere | ●●● |
| Difficutly | ●●●● |
| Value for money | ●●●● |



# ADVENTURE REVIEWS

| | |
|---|---|
| Title: | The Standing Stones |
| Computer: | C64, Apple (Disk only) |
| Supplier: | Ariolasoft (Electronic Arts) |
| Price: | £14.95 |

The Standing Stones is a role-playing adventure game set deep under Stonehenge and is written by software supremos Electronic Arts (the people who brought you Skyfox Archon, Archon II, MULE, Racing Destruction Set…).

Your quest, brave adventurer, is simple — retrieve the grail. Unfortunately you will have to battle your way through 15 levels of monster packed dungeons before you'll even get a glimpse of it.

Your character is created by the computer generating 5 random numbers that represents your Virility (how well you fight, strength etc). Intellect (ability to cast magic spells). Holiness (ability to use passive clerical spells, agility and initial number of hits you can take before you die.

Armed with your trusty blade, advice from the old Dips Witch (the games instructions) and accompanied by the ghost of Lancelot you step bravely into the dungeon.

The screen display shows a 3 dimensional line drawing of the view in front of you which changes as you explore the rooms and corridors.

Sometimes you will find gold pieces strewn on the floor, other times treasure inthe shape of potions, scrolls, chests and books but most likely you'll find trouble in the guise of a monster. Many strange creatures lurk in the dungeon. Most of them want to eat you whereas some can be bribed while others are actually friendly and if greeted may even give you some gold

If you do get into a fight, you can either run away, fight your ground (and probably lose some hit points in the process) or cast a magic spell. These are the offensive spells and include fireball, lightening bolt and sleep which with a bit of luck will quickly despatch your foe. Unfortunately you begin the game with only 1 magic spell and 1 cleric spell which perform more passive actions as heal wounds, cure posion and blindness and move through walls. But by killing monsters and finding treasure you can earn enough experience to gradually gain more hits and spells. Someday you might be strong enough to brave the second level!

Strange creatures lurk in the depths along with the usual orcs and kobolds as you will have to battle with ferocious glass panes and yetchy black blobs.

Deeper in the dungeons you may chance upon an Oasis where you can rest and heal yourself as well as gamble a little on curious races between monsters.

However all that lies ahead, but now I must gain some rest before venturing even deeper beneath the standing stones.

PLANET RATINGS

| | |
|---|---|
| Storyline | ●●● |
| Atmosphere | ●●●● |
| Difficulty | ●●● |
| Value for money | ●●●● |

| | |
|---|---|
| Title: | Pentagram |
| Computer: | Spectrum |
| Supplier: | Ultimate |
| Price: | £9.95 |

No-one can remember whether the Pentagram ever existed at all or whether it was just a rumour that has now passed into folklore. Sabreman is however convinced and has spent a considerable amount of time and effort in searching out the only remaining copy of the Grand Arch Wizardry spell book from the Old Mystic Curio Shoppe. The book gives a few obscure clues as to what the quest is all about but as with all Ultimate games, you are effectively thrown in at the deep end with little or no idea as to what you are supposed to be doing or looking for.

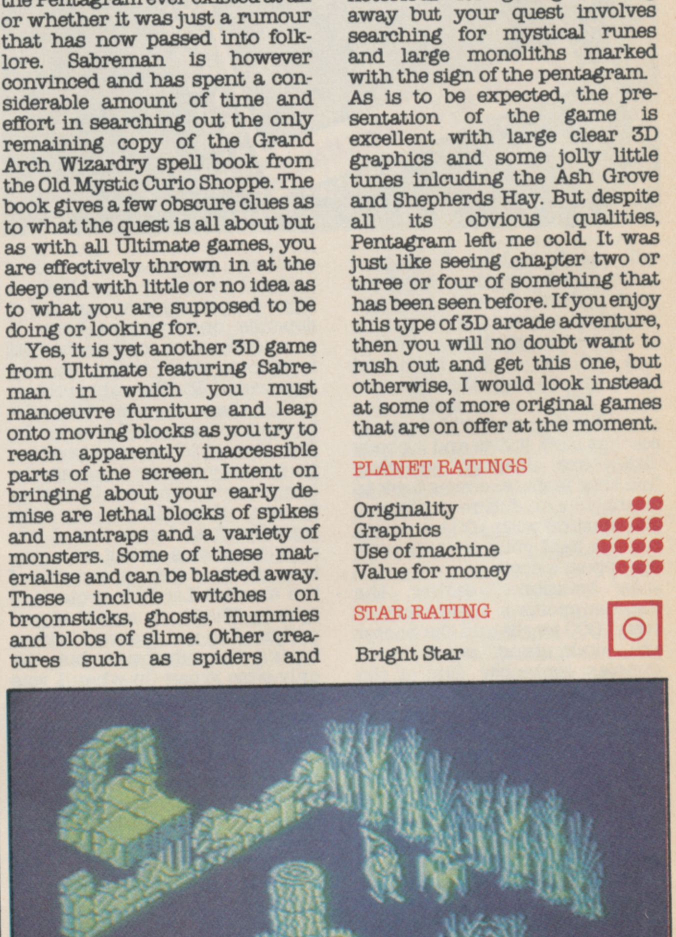
Yes, it is yet another 3D game from Ultimate featuring Sabreman in which you must manoeuvre furniture and leap onto moving blocks as you try to reach apparently inaccessible parts of the screen. Intent on bringing about your early demise are lethal blocks of spikes and mantraps and a variety of monsters. Some of these materialise and can be blasted away. These include witches on broomsticks, ghosts, mummies and blobs of slime. Other creatures such as spiders and dragons heads are already in situ and must be avoided as they are immune to your fire power. And what of yor quest itself? Well, as I have already said, Ultimate are notorious for giving nothing away but your quest involves searching for mystical runes and large monoliths marked with the sign of the pentagram. As is to be expected, the presentation of the game is excellent with large clear 3D graphics and some jolly little tunes inlcuding the Ash Grove and Shepherds Hay. But despite all its obvious qualities, Pentagram left me cold. It was just like seeing chapter two or three or four of something that has been seen before. If you enjoy this type of 3D arcade adventure, then you will no doubt want to rush out and get this one, but otherwise, I would look instead at some of more original games that are on offer at the moment.

PLANET RATINGS

| | |
|---|---|
| Originality | ●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●● |

STAR RATING

Bright Star ○



| | |
|---|---|
| **Title:** | **Bored of the Rings** |
| **Computer:** | **Commodore 64** |
| **Supplier:** | **CRL** |
| **Price:** | **£7.95** |

Timing is a great thing in the software industry and CRL seem to have hit it about right with their new adventure.

Following hard on the heels of Melbourne House's Lord of the Rings, 'Bored' is like a breath of fresh air.

Parady it may be but it is true to the gist of the story. The events follow book order but the details are amusingly twisted to make this far better than it's precursor. Spectrum owners who are casting a casual eye over this review may be wondering why I am reviewing a game which was released last year. The reason is that this Commodore version has been a long time in the making.

The game was written using The Quill and is in four parts on a single cassette. As the game commences we find Fordo, the Boggit, attending his Uncle Bimbo's farewell party. Soon other important characters are introduced: Grandalf the wizard, Apam, Pimply and Murky.

The last three are Fordo's constant companions on his long journey to the land of Dormor to bravely deposit the Ring where the evil one can't find it. This is put succinctly by a down to earth Grandalf, "...and so we'll need to get some dense lemming to take it and dump it where old eyeball can't get it."

The ancient eastern runes on the Ring display the legend 'Made in Hong Kong' and so we can see it is a ring of great power whose value is immeasurable.

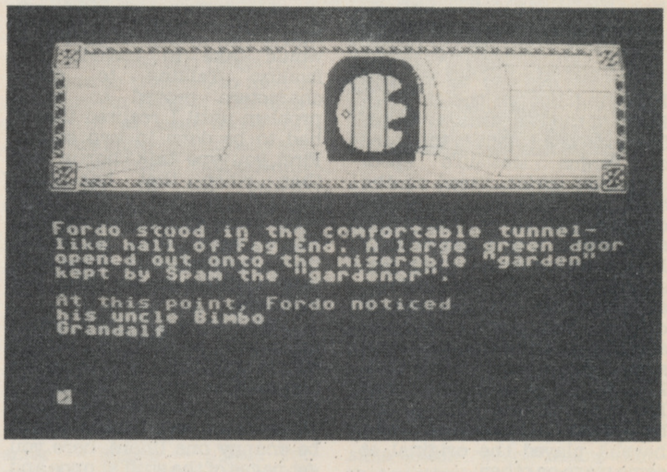
Pursued throughout the tale by the Black Riders with a flatulence problem, Fordo must leave his comfotable home in the shire for the dangers of the outside world.

To complete the adventure a knowledge of the book is both a help and a hindrance. A mere glance at the map of West Middle Earth reveals the trendy nature of the new story. Here we see the Land of the Personal Stereo-wearing Goblins, the Land of the Silent Ghetto Blasters and an airport at the foot of Mount Gloom.

An interesting feature is the Land of the Cruel Reviewers which squeezes in to the edge of the map just beside the railway line. We well meaning folk are mere guides through the forest of hype which is nurtured by the men of PR land. We are humble freedom fighters on the side of the common man is my opinion. Never a cruel word of criticism ever passes my typewriter.—

One thing I really hate, detest, abhor, abominate, dislike (and all other powerful synonyms from my Thesaurus) about this program is the way it uses drugs as the brunt of it's humour. A junky Tim Bumbadil with syringes spilling out of his pockets is currently an image of pity not humour. Barrel-scraping wit is not required in this adventure especially when the humour in the rest of the story stays on the right side of good taste. I much preferred the image of a rapping, body popping Barrow Wight or the evil hordes of heavy metal fans.

The problems set in the adventure are as challenging as any I've met elsewhere. The element of wit makes this as much fun as Hitch Hiker's Guide, though the problems lack the complexity which makes the Guide such a monument to the adventure genre.



```
Fordo stood in the comfortable tunnel-
like hall of Fag End. A large green door
opened out onto the miserable "garden"
kept by Spam the "gardener".

At this point, Fordo noticed
his uncle Bimbo
Grandalf
```

One day I may reach the final part of this wonderful wonderland and be able to find what Sceptical is all about. Until then I'll boogie on through the text and graphics until I reach my goal. Bored we may be but boring this ain't.

**E.D.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●●● |
| Graphics | ●● |
| Use of machine | ●●●● |
| Value for money | ●●●●● |

STAR RATING ☼

Nova

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| | |
|---|---|
| **Title:** | **Knight Tyme** |
| **Computer:** | **Spectrum** |
| **Supplier:** | **Mastertronic MAD range** |
| **Price:** | **£2.95** |

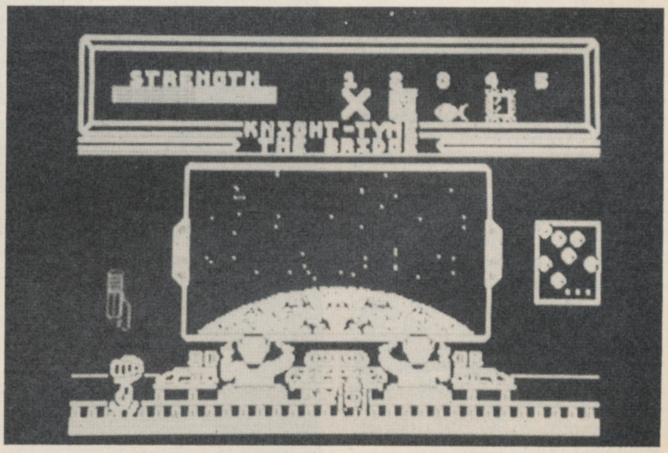
Following after Finders Keepers and Spellbound, Knight Tyme is the third game to feature Magic Knight and unlike most series of games featuring the same hero, these get better and better. All the thanks that Magic Knight got after releasing Gimbal from a spell was to be to catapulted through time where he lands in the transporter of the starship USS Pisces. Here he is met by a small creature called Klink who gives him a data cube to "help to get over the culture shock".

As Magic Knight explores his surroundings, trying to work out how he is going to get out of his current predicament, he must control the actions of himself and some ofhis newly found companions. This is done using a system of pull down menus called Windimation and it works very well indeed. A quick press of the fire button brings up your current choices. These range from the usual pick up, drop and give an object through to wear/unwear something and spell casting — a wonderful anachronism that has folowed Magic Knight through the time warp. Most of these choices lead into further menus, usually a list of objects to be acted on. Then you get a message confirming your command and the opportunity to execute or reject it so that ther is no need to worry if you enter something stupid.

The characters and objects have various statistics associated with them such as weight, strength, energy remaining etc. Most of this information can be accessed through the "examine" command. An initial choice asks if you want to examine yourself, an object, another character or the ship. Looking at an object gives details of how much it weighs and whether is can be blown, worn or if there is something to read on the item. Wearing items is very useful as you are limited to the number of items that you can carry at any given time.

Visually, the game is very attractive with large, colourful graphics. Controlling the game is simplicity itself — Left, right, up/jump and down with the fire button used to access the menu. Who said that a game must be complicated to be good? Knight Tyme is a superb game and at under £3, it should feature very highly indeed on your future shopping list.

**G.H.**



PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●● |
| Use of machine | ●●●● |
| Value for money | ●●●●● |

STAR RATING ☼

Nova

| | |
|---|---|
| **Title:** | **The Boggit** |
| **Computer** | **Spectrum** |
| **Supplier:** | **CRL** |
| **Price:** | **£7.95** |

Following hot on the heels of Bored of the Rings and Robin of Sherlock, the Boggit is the third of Fergus McNeill's spoof adventure series. Based on the book and more especially the computer game of nearly the same name, it tells the story of how a young boggit gets persuaded by an old wizard to go on an adventure with a load of dwarves. Very soon, they come across a clearing complete with some trolls who are more than keen to see what boggit tastes like. Sound familiar? There can't be many adventurers who haven't played the original at some stage or other.

The game starts in a familiar hobbit sorry boggit hole with a round green door although this one is protected with a combination lock. Grandalf does a quick Tarzan act through the window and soon invites Bimbo Faggins to come on down, the Price is Right. After correctly assessing the value of a fourteenth part of Thorny's treasure, Bimbo finds that he has won a camping holiday exploring Wilberland and especially the Wiffy mountains and Berkwood.

The game is Quilled and it shows to some extent with a fairly limited vocabulary. Trying to take all gets a message about how much extra memory it would take to include this facility. Talking to other characters proved to be a problem until I realised that it had to be done in two stages. First, you type "talk Thorny" and then when that has been entered, you can give Thorny your message e.g. "follow me". There were also, somewhat uncharacteristically, three spelling mistakes in the first few locations.

I didn't enjoy this game nearly as much as Fergus' earlier efforts and I think that there are two reasons for this. The first is that the humour seems forced. Whereas before, the jokes used to be snappy one liners, here you get pages of the stuff at once and it doesn't work nearly so well. Secondly, the earlier games were accused in some quarters of being too easy and this has been tightened up although again, I preferred the earlier style where you could wander round lots of locations early on in the game. Here you get stuck in the same few for all the early part of the game and I fell that this too detracts from the atmosphere.

**G.H.**

PLANET RATINGS

| | |
|---|---|
| Originality | ●●● |
| Atmosphere | ●● |
| Difficulty | ●●●● |
| Value for money | ●●● |

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| | |
|---|---|
| **Title:** | **Murder on the Mississippi** |
| **Computer:** | **C64 (disk)** |
| **Supplier:** | **Activision** |
| **Price:** | **£14.95** |

Murder on the Mississippi is a novel whodunnit adventure which is controlled entirely by joystick.

You play the part of famous British detective, Sir Charles Foxworth who is on board the Delta Princess riverboat with his constant companion, Regis Phelps.

Also onboard the boat is a dead body and a murderer. You must discover the murderer's identity and gain enough evidence to convict him before the boat reaches New Orleans.

Superb graphics show our would be heroes on just one of the boat's four decks which contain 24 rooms. Somewhere on the boat are eight suspects, one of them is a murderer.

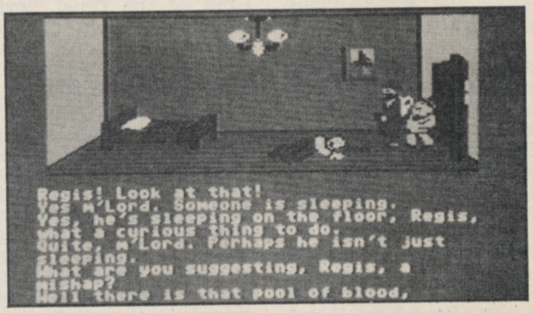
As you explore the ship's rooms you will find the suspects and by selecting menu options you can ask them all they know about themselves, the victim or any evidence that you have found and then in an unique feature store key parts of their answer in your electronic notebook.

You can back up these inquiries with searching objects and rooms for clues which may lead to further evidence.

Eventually you will piece together enough to identify and accuse the murderer but will it be too late . . .

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Difficulty | ●●● |
| Atmosphere | ●●●● |
| Value for money | ●●● |



```
Regis! Look at that!
Yes M'Lord. Someone is sleeping.
Yes, he's sleeping on the floor, Regis,
what a curious thing to do.
Quite, M'Lord. Perhaps he isn't just
sleeping.
What are you suggesting, Regis, a
mishap?
Well there is that pool of blood,
```

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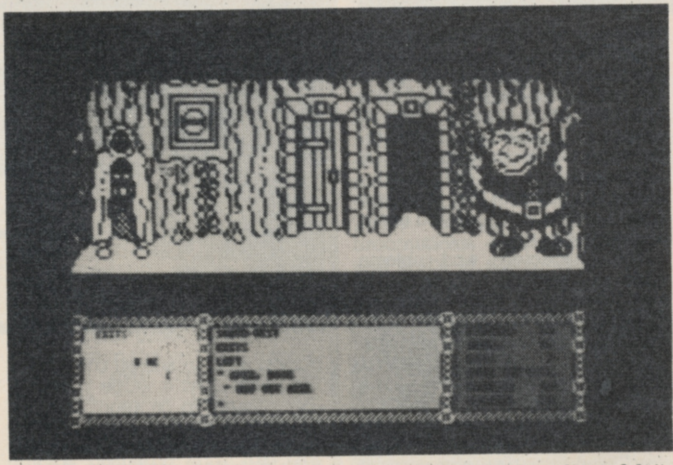
| | |
|---|---|
| **Title:** | **Heavy on the Magick** |
| **Computer:** | **Amstrad** |
| **Supplier:** | **Gargoyle Games** |
| **Price:** | **£8.95** |



After an unfortunate incident with a wizard, i.e. he was within earshot when you told a dubious story about him, you have found yourself transported into the depths of dungeon somewhere whose main feature seems to be that it is partially flooded judging by the foul smelling water that is currently lapping round your ankles. Given that dungeons tend not to be the most healthy of places, (people keep trying to kill you!) Axil the Absolutely Average (although you prefer to think of yourself as Axil the Able) decide that escaping from Collodon's pile really ought to be high up on your list of priorities.

Before you start playing, you have a chance to juggle about with the values of your three main characteristics, stamina, skill and luck. A total lack of stamina means your early demise, stamina and skill affect the outcome of your battles and luck affects just about everything that you do. These values change as you progress through the game (hopefully upwards). The game itself is controlled through four main windows. Across the bottom are information, communication and status boxes but the main feature is a huge graphic window that shows you what is going on around you. The graphics are large and superb with animation to match. Try an invalid command and Axil shrugs his shoulders in incomprehension. Drink poison and the action is accompanied by a dramatic clutching of the throat.

There are many creatures and objects to be faced before Axil can escape. Whilst some objects are beneficial and others harmful, it is fair to say that with one notable exception, everyone that you meet is going to be hostile. The exception is an ogre called Apex who will help you out in times of trouble. You quickly find a grimoire containing details of some spells that you can use. These are blast or freeze an opponent or invoke a demon. Summoning demons is at best hazardous and you are recommended to have the appropriate talismans before you call upon Asmodee, Astarot, Belezbar and Magot. There are other spells to be found later inthe game.

Controlling the game is done in a language called Merpish. This involves typing a letter for a specific keyword and following it with an object to be acted upon. The commands are fairly straightforward, being movement, pick up, drop, examine and spell casting. You can also talk to creatures although they might prefer to ignore or attack you.

Heavy on the Magick is a superb game and just in case there isn't enough here to keep you satisfied, there are both expansion modules and entire new games planed featuring the same system. Another winner from Gargoyle and one that is likely to bring even more success than their cult celt games Tir Na Nog and Dun Durach.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●●● |
| Use of machine | ●●●●● |
| Value for money | ●●●●● |

STAR RATING ☼

Nova

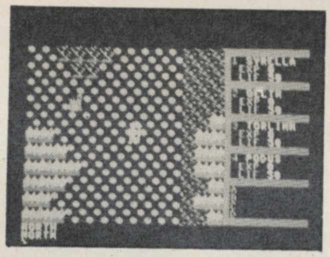
**Title:** Mandragore
**Computer:** Spectrum, C64 (t&d), MSX, Amstrad (t&d), Apple II (d)
**Supplier:** Infogrammes
**Price:** £14.95 all formats

The land was thriving under the benevolent reign of King Jorian when tragedy struck and he was killed in a freak accident. The peace that had lasted for ages was suddenly shattered as Lord Yarod-Nor appeared from nowhere to impose a reign of evil and tyranny upon the country. As it was impossible to form an army under the present regime, it was decided to try to confront and destroy Yarod-Nor in his own castle and so free the land of Mandragore.

The party that is chosen for this onerous task can consist of no more than four characters and you have the choice of using the party that described in the accompanying story or creating your own group of potential heroes. Using the established group for a quick exploration of the game is a good way of finding out how the game works but you will soon be under the impression that you can do better with your own hand picked men or women. If this is so, I would strongly recommend that you save your new party as soon as it is formed so that you don't have to go through the set up procedure all over again when your party dies (a very frequent occurence!).

In order to establish a character, you must determine its race, occupation and attributes. There are five differnt races to choose from — human, elf, dwarf, hobbit and something called a mi-orc although my preproduction instructions did not make clear what the differences between the various life forms were. You must assign 80 points to the six assorted attributes of strength, intelligence, wisdom, constitution, dexterity and appearance. None of these characteristics can be more than twenty or less than five. Your choice of career for your character is to some extent dictated by the values of the attributes that you have assigned. Anyone can be a warrior, but a ranger must have high strength, a wizard high intelligence and a wiseman high wisdom. High dexterity is essential for a thief whlst a minstrel must excel in charm. Finally, you must decide on the sex of your character and name him or her. You can also select the colour scheme of that person's graphic display.

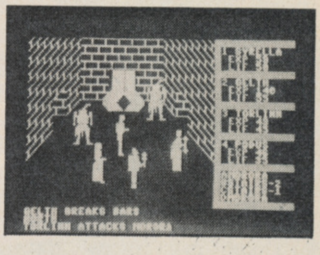
Before you can defeat the evil Yarod-Nor, you must explore nine other chateaux, (what gives you the impression that this game was written in France?) each one containing a problem to be solved that will give you a clue in later parts of the game. The display is a map of the land featuring several different terrain types. You move your party around the map until you come to a castle that you want to enter whereupon you must load in details of that castle separately. As you wander round, you are quite likely to get involved in encounters with assorted wandering monsters. There are also villages where you can sell your treasures and buy food, weapons and other useful items such as a boat.



Once in a castle, the picture changed to a display of your current location together with any object present. There can be up to four objects in any given room and these can range from monsters to treasure to food to furniture etc. Each of your characters (or at least those still alive!) are show individually and you can command each one independently of the others. Commands are entered in an unusual abbrevaited form that takes some getting used to, but once mastered, allows you to give instructions fairly quickly. Your party members are numbered from 1 to 4 whilst the objects are designated A to D. There are 29 different actions which are abbreviated to one or two letter commands and the general format of the command is Character — action — object. For example. if yor first character was called Bongo and you wanted him to break some bars (object A) you would enter 1 BR A. The screen will then display Bongo breaks bars and you will see your character move up to the bars as he attempts to break them (there is no guarantee of success). There is no animation or anything when these actions are carried out, it just gives you an idea of what is going one.

Experience points are awarded for successful actions such as picking up treasure, opening a door or killing a monster and when a character reaches 1,000 experience points, he moves up a skill level. Not everything is rosy however. Each character only has a certain amount of energy and actions such as moving round, being hit by an opponent and unsuccessful manoeuvres soon deplete your stock. Eating food is essential as it replenishes your strength again. Should your energy reach zero, you die. Balancing food and money is an essential part of the game.

There is a considerable amount of fighting to be done if you are to succeed in your quest. Amongst the creatures to be faced are the familiar such as ghosts, cyclops, chimera and witches as well as the less familiar such as bronxos, tickels, glueys, rapacs and morbidos. Some can be fought with weapons, others with magic. You usually have to defeat any monsters present before you can explore further. Then it's usually up to your thief as he tries to disable traps, and pick locks etc. It is important to distinguish between the responses 'impossible action" which means that that particular character cannot perform that action (although another may be able to) and attempt aborted which means that for example, your thief tried to disarm a trap but failed.



Mandragore is a strange game that doesn't really fit into any category being neither pure adventure, arcade adventure or role playing. Certainly it will keep you quiet for some time — the first person to solve it in France took five months at an average of two hours a night before he cracked it. My only worry is that it looks graphically poor and the command structure takes some getting used to but for anyone willing to put up with that, there is a very good game inside waiting to be played.

PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●● |
| Use of machine | ●●● |
| Value for money | ●●●● |

STAR RATING

Red Giant

---

**Title:** Gunfright
**Computer:** MSX
**Supplier:** Ultimate
**Price:** £9.95

As an MSX owner it's nice to see that some people still have faith in the machine. Even the Japanese admit that our programmers know how to use the system to its best advantage and none better than Ultimate.

As a follow up to Nightshade, Gunfright uses the same kind of pseudo 3D landscape to depict the gun-totin' west of America's past.

Sheriff Quickdraw lives in a town ruled by the six-gun. His only advantage is a special weapon which automatically reloads when the chamber empties. Bullets cost money and the price varies as the game proceeds. What the Sheriff needs is cash and this is the first part of the screen.

Pennies from heaven fall in bags round these here parts and all a man has to do is to shoot them as they fall. To this end, the screen shows the bags falling and the trick is to quickly move the gunsight onto the bags and fire before they disappear off the bottom of the screen.

We then meet the Sheriff standing outside the Jail, gun loaded and ready to clean up the town. Desperado's can be found everywhere but let's be careful of the womenfolk out there. Shoot one of these good ladies and you'll be fined, even colliding with them is considered a fineable offence and will lose you a life. Most times it is better to shoot any dame who is heading on an unavoidable collision course. Even if a baddie shoots a townswoman Quickdraw bears the cost. It's a tough world out West.

Every now and then a real villian will hit town. The bounty on his head is a useful salary supplement but it has to be earned in one to one combat. The fast draw screen shows the baddie standing tall and the slowest to their gun is the one who leaves feet first. It the opponent is Quick Draw McGraw don't say your prayer's you'll be dead before you can say Amen.

Panto the Sheriff's faithful horse is well named and provides a whole lot of welcome light relief from the humdrum task of killing folk. This pantomime horse is guaranteed to make you smile.

Games like this make the MSX come alive. Three loud cheers for Ultimate the MSX magicians. **J.G.**

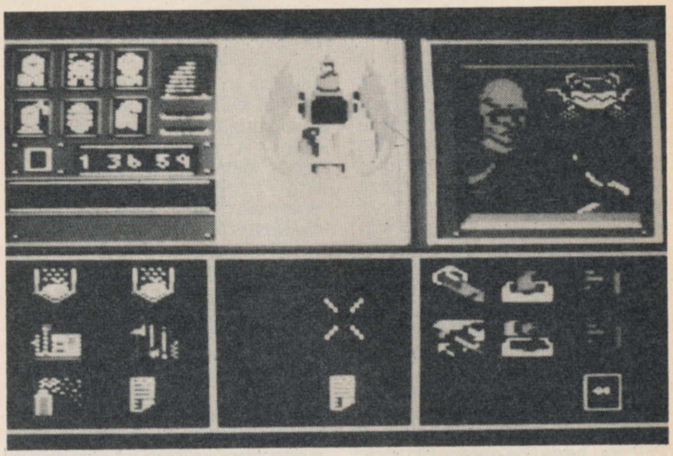
PLANET RATINGS

| | |
|---|---|
| Originality | ●●●● |
| Graphics | ●●●●● |
| Use of machine | ●●●●● |
| Value for money | ●●●●● |

STAR RATING

Nova

**Title:** Shadowfire
**Computer:** Amstrad
**Supplier:** Beyond
**Price:** £9.95



One hour forty minutes is not a lot of time. It appears to be even less when you are in charge of a band of cutthroats, renegades and misfits attempting to rescue the kidnapped Ambassador Kryxix from the evil General Zoff and on the general's own starship Zoff V. Your commando force, the Enigma team working for Empire, must rescue Kryxix, capture Zoff and destroy the ship. And you only have 100 minutes to do it in before plans of the new type of starship Shadowfire fall into enemy hands.

The team is six strong and have a wide range of skills from unarmed combate to lock picking. Apart from Manto who is the only one on the team with transporter ability, everyone is a formidable fighting machine. Each character has four main statistics that govern how they will perform. These are agility, strength, stamina and weight allowance. As characters weaken throughout the course of the mission, they can recover with time but you don't have much of that to spare.

The game is entirely icon driven. The three main screens are objects, movement and battle. Your first task is to arm and equip the party and then transport some or all members over to the enemy ship. Objects can be picked up and dropped, activated and redied for use. Not everything that you need to succeed in your task is present at the start of the game. Some objects have to found in the starship. Once aboard, you can start moving people around. The movement screen displays arrows pointing in all directions. A solid arrow indicates a possible exit. There is also a description of the surrounding area. Some areas require colour coded keycards to allow entry. a large part of the game is taken up with trying to dispose of the enemy forces before they do likewise to you and this is where the battle screen is selected. This allows you to attack, defend, scan an area or, if absolutely necessary, run away. One nice feature of the game is that it is very logical. Thus you can find weapons in the weapons bay. The enemy forces are also well marshalled and your best tactics will be those of hit and run rather than pitched battles.

Shadowfire first came out about a year ago (it has only just been converted for the Amstrad) and caused a considerble stir as it was the first time that an icon driven game had been seen. There have been many attempts to copy the style, but few have been anywhere near as successful. Still one of the best games around. **G.H.**

PLANET RATINGS

Originality ●●●●
Graphics ●●●●
Use of machine ●●●●●
Value for money ●●●●●

STAR RATING

Nova

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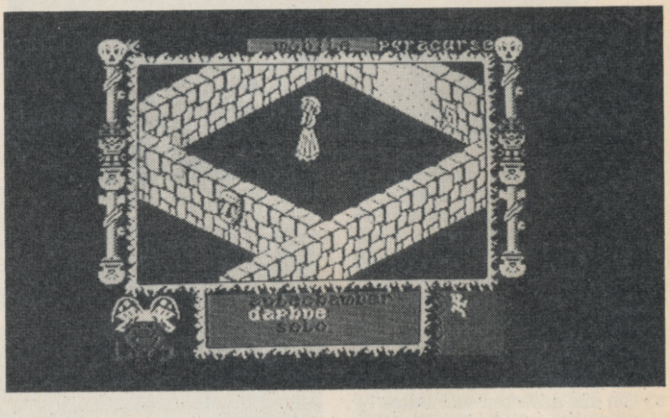
**Title:** Pyracurse
**Computer:** Spectrum
**Supplier:** Hewson
**Price:** £9.95



In this, the latest, 3D arcade adventure from Hewson you have to control not one but four characters as they explore the South American tomb of Xipe Totec.

The cast contains a drunken reporter for the Daily Excess called Patrick "legless" O'Donnell, archaeologist Professor Kile, the prim and delicate Daphne Pemberton-Smythe and a dog called Frozbie.

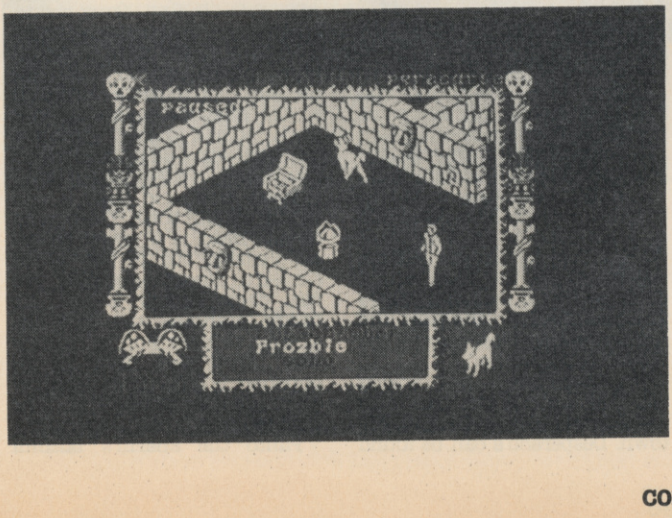
Their mission is to find and rescue a lost explorer but their first problem is just staying alive as there is a weird and wonderful collection of nasties (all equally deadly) out to get them including headless guardians, skulls, scorpions and good old fashioned aliens.

You can directly control just one of the characters at once through joystick or keyboard control although via a menu you can swap control to another or get the other characters to follow you around. It's a good idea to keep them together, at elast to start with, as they each have different abilities which will help you to solve the temple's puzzles. O'Donnell is the strongest and is therefore useful to lead the way, the professor has the best chance of using the objects that you will find in the temple, Daphne has healing capabilities when she "comforts" the others and Frozbie is a useful digger.

One of the first traps you will come across is the problem of doors slamming shut behind you when you touch an object in a room. Whatever the problem the answer usually involves using the right object in the right place. To use an object that you've found you simply select it and then move it over the thing you want to use it on. For example a healing potion is positioned over the corpse.

The controls are exceptionally simple to use and you'll soon be playing the game after only a brief glance at the instructions.

The action takes place in an impressive 3D display reminiscent of Ant Attack. The 3D rooms and passageways scroll smoothly as you move over the equivalent of 100 screens per level so mapping is essential. O'Donnell is probably best for this as he's strong enough to get away from most early monster encounters. After that he'll need some help.



Pyracurse is a fascinating game that captures the atmosphere of exploration. The 3D graphics add a quality and realism that leave you free to worry about the problems ahead of you instead of sprite detection and will give Spectrum owenrs a game to play while they wait for Uridium. **T.H.**

PLANET RATINGS

Originality ●●●●
Graphics ●●●●
Use of machine ●●●●
Value for money ●●●

STAR RATING

Nova

AMSTRAD 464/664/6128, ATARI 64K, BBC 32K, CBM 64, MSX 64K, SPECTRUM 48/128K

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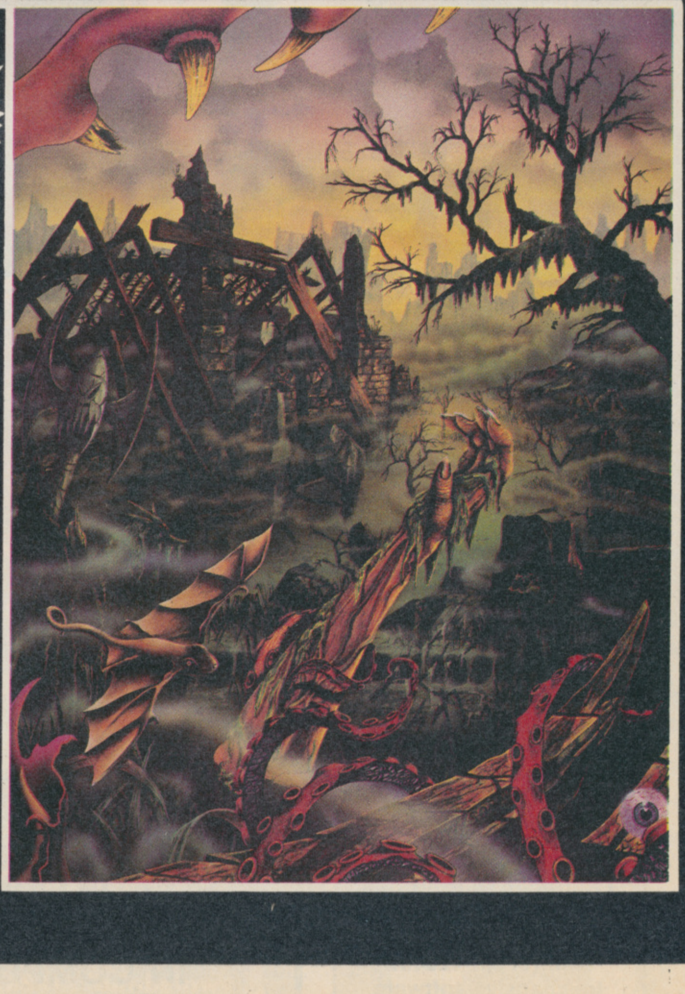

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